PS2 › GAMECUBE › PC › XBOX › GAME BOY ADVAN

computer and video games

WIN 2 CUBES & RES EVIL!

FIRST Review

MARIO SUNSHINE

Scores a PERFECT 10. You need to know why

Lord of the Rings

WORLD EXCLUSIVE

WE PLAY IT FIRST...

...AND IT'S BETTER THAN THE MOVIE!

TIME SPLITTERS 2

PS2's best blaster gets a thorough going-over inside

OVER 25 PAGES OF REVIEWS

MAFIA

SUPER GHOULS 'N GHOSTS

TEKKEN 4

MAT HOFFMAN'S PRO BMX 2

TUROK EVOLUTION

CAPCOM VS SNK 2 EO

TOCA RACE DRIVER

£2.85 • ISSUE 251 • OCT

9 770261 369130 10

OVERSEAS PRICE £3.50

Stuntman™. Atari Interactive Inc. 2001. All rights reserved. © copyright 2001 Infogrammes. Created and developed by Reflections Interactive limited, an Infogrames studio. Published and distributed by Infogrames™. Reflections™, the Reflections logo and the Stuntman logo are trademarks of Reflections Interactive Limited. " " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

IN THIS ISSUE

James Hobbs Xbox Expert 18

Oliver O'Brien GC Expert 15

Michael Samrai Designer 18

Jonathan Barrett GC Expert 18

Russell Meredith PC Expert 16

Daniel Gerrella PS2 Expert 17

Krishan Pandya Xbox Expert 16

Simon Littlewood PC Expert 15

Ed Zitron Editor 16

Mark Mina GBA Expert 17

Andre McLeod Editor 18

Elliott Linger Editor 18

Sohail Khan PS2 Expert 18

Jamie Keane GBA Expert 16

Tim George Designer 15

WELCOME TO THE READER ISSUE

Who the hell are we, and what are we doing on the opening page of your favourite games magazine? The short answer is: we are you. We are CVG readers, and this is the Readers' Issue. After two decades and 250 issues, Alex and the team have turned the mag over for us, the readers, to have a go.

Over the past few weeks we've been busier than horny rabbits drinking triple Red Bull and Shark cocktails in springtime, playing all the upcoming releases, writing up what we thought of them, taking screenshots and deciding what's worth covering. Not that we let the usual team kick back and scratch their nuts for a month – they've been working as hard as ever too. Then we put all that sweat, tears, laughter and sheer lurve of games into the CVG melting pot and poured out this unique, molten-hot issue.

So if you're wondering what's with the special tips book and slinky bag, what all the reader comments throughout the issue are and why CVG is reviewing an import version of Mario Sunshine, it's because that's what WE wanted to do. And we are YOU, the reader, and since you are brilliant, this has got to be the best issue ever, right?

THE READERS' ISSUE TEAM

CONTENTS

ISSUE 251
OCT. 2002

LORD OF THE RINGS

LORDY ME! A CVG RING EXCLUSIVE

You've seen the movie. Now find out how the game plays
View our never-seen-before screenshots.

PAGE 20

SUPER MARIO SUNSHINE

BLINDING SIX-PAGE SPECIAL REVIEW

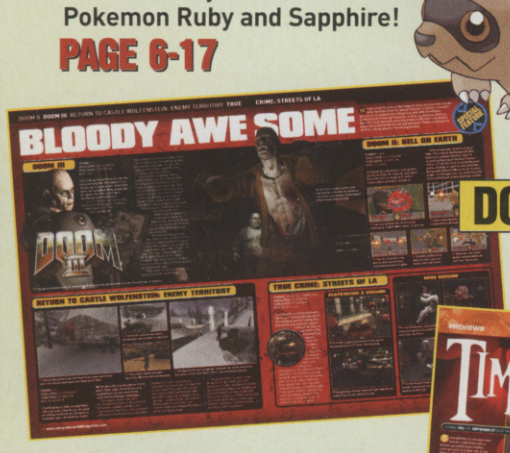
Bask in the joy-giving rays of Sunshine goodness

PAGE 60

WHITE HOT NEWS AND PICS

Virtua Fighter 4: Evolution
Halo 2
GTA: Vice City
Pokemon Ruby and Sapphire!

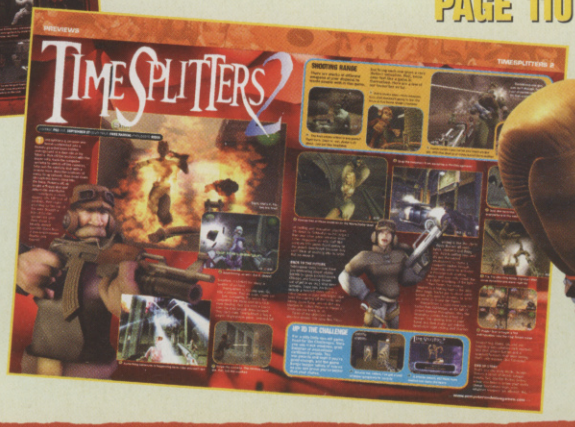
PAGE 6-17



DOOM III, TONY HAWK'S 4...

And loads more in our Activision spesh!

PAGE 110



TIMESPLITTERS 2 PLAY TEST

Take cover! CVG goes hands-on with PS2's best blaster

PAGE 44

PREVIEWS

METROID PRIME	24
JAMES BOND 007 IN: NIGHTFIRE	26
NINJA ASSAULT	28
ACE GOLF	29
STREET HOOPS	29
SUMMONER 2	30
DEAD TO RIGHTS	32
LEGEND OF ZELDA	34
DOSHIN THE GIANT	35
BURNOUT 2	36
FIFA 2003	36
TOTAL IMMERSION RACING	38
DRIVER 2 ADVANCE	39
CHASE	39
HARRY POTTER 2	40
TIMESPLITTERS 2	44
TENCHU 3	47
HOUSE OF THE DEAD 3	47
SMUGGLER'S RUN WARZONES	48
CRAZY TAXI 3	49

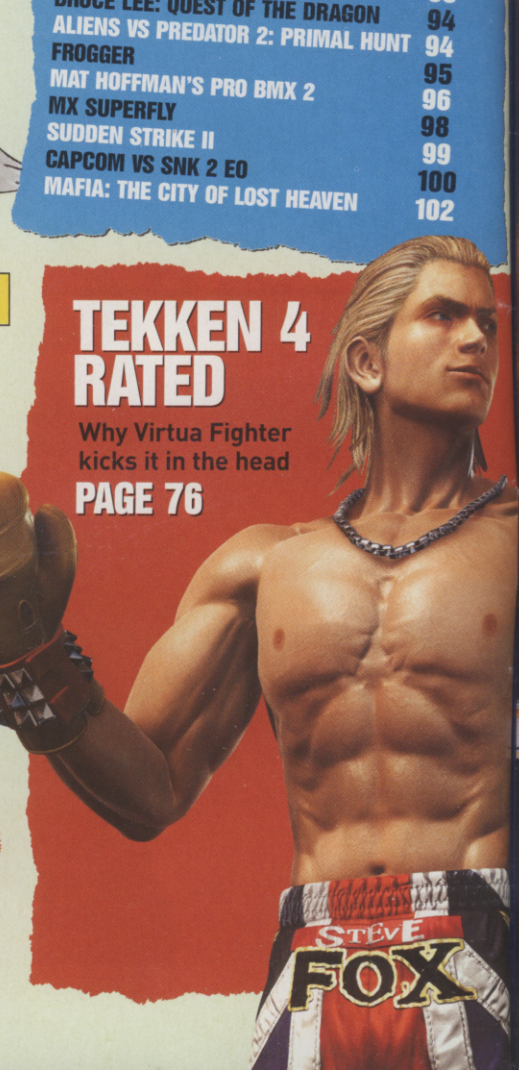
REVIEWS

SUPER MARIO SUNSHINE	50
TEKKEN 4	76
TUROK EVOLUTION	80
PROJECT ZERO	82
MEGAMAN ZERO	84
DISNEY'S STITCH: EXP. 626	84
PRO TENNIS WTA TOUR	85
TOCA RACE DRIVER	86
LEGION	88
SPLASHDOWN	88
PAC-MAN WORLD 2	90
LETHAL SKIES	91
MEDIEVAL: TOTAL WAR	91
SUPER GHOULS 'N GHOSTS	92
TOP GUN	93
BRUCE LEE: QUEST OF THE DRAGON	94
ALIENS VS PREDATOR 2: PRIMAL HUNT	94
FROGGER	95
MAT HOFFMAN'S PRO BMX 2	96
MX SUPERFLY	98
SUDDEN STRIKE II	99
CAPCOM VS SNK 2 EO	100
MAFIA: THE CITY OF LOST HEAVEN	102

TEKKEN 4 RATED

Why Virtua Fighter kicks it in the head

PAGE 76

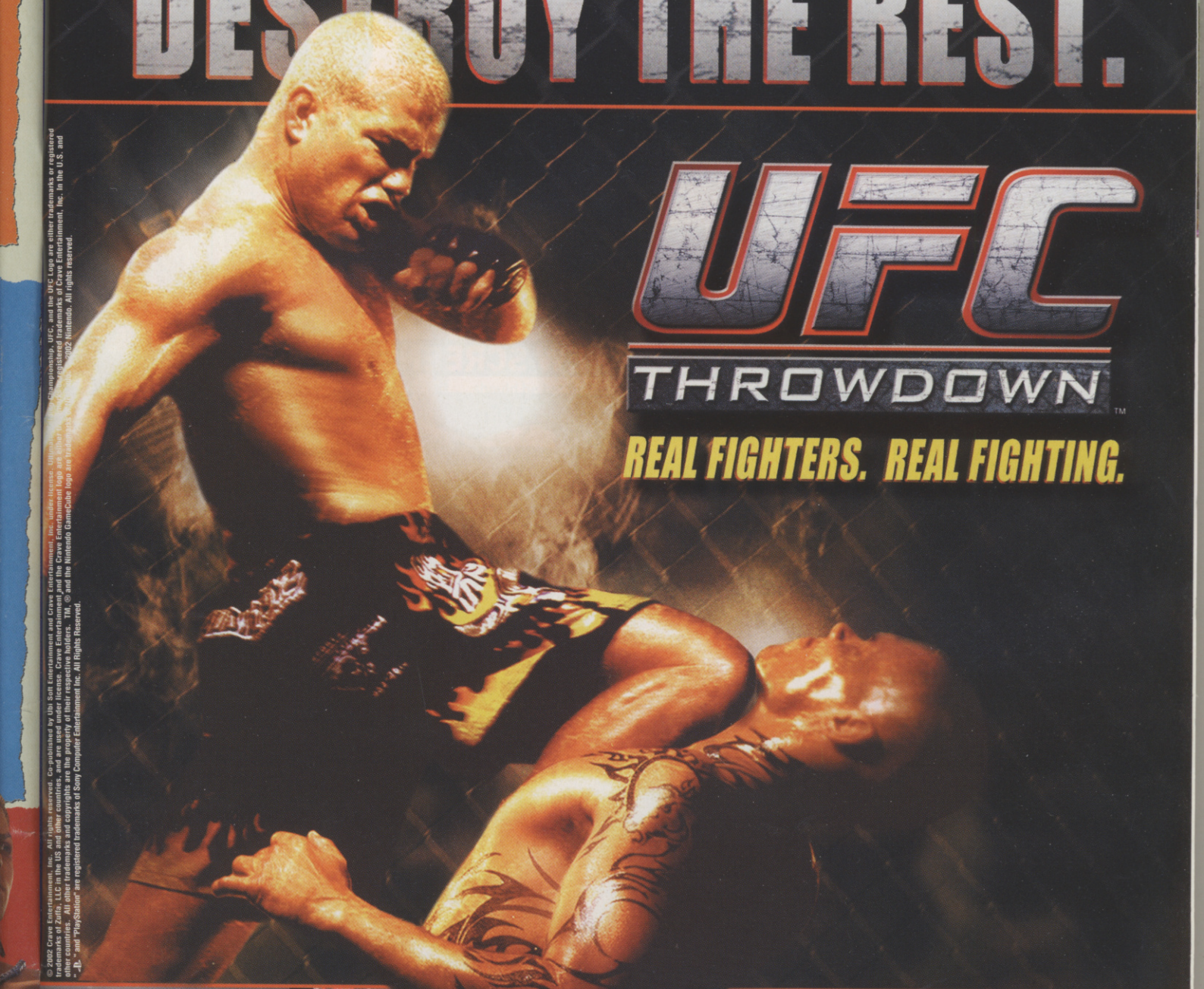


EVERY MONTH / EVERY MONTH / EVERY MONTH / EVERY MONTH

★ £5 Off ANY Game	12	★ Extended Play Tips	65
★ Cackman	18	★ Extended Play Guides	68
★ Free Posters	57	★ Subscriptions	104
★ Mailbag	61	★ Trailblazer	106

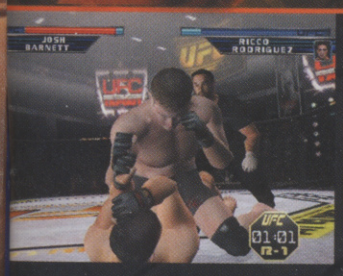
© 2002 Crave Entertainment, Inc. All rights reserved. Co-published by Ubi Soft Entertainment and Crave Entertainment. Inc. under license. Ultimate Championship, UFC, and the UFC Logo are either trademarks or registered trademarks of Zuffa, LLC in the US and other countries, and are used under license. Crave Entertainment and the Crave Entertainment logo are either registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. All other trademarks and copyrights are the property of their respective holders. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo. All rights reserved.

BUILD THE BEST. DESTROY THE REST.



UFC THROWDOWN™

REAL FIGHTERS. REAL FIGHTING.



- A brand new ultra-extensive Career Mode where, in addition to being able to create a fighter, you train your fighter as he fights his way to the Ultimate Fighting Championship.
- Over 25 real UFC fighters including current UFC Champions.
- Amazing special effects showing realistic facial and body animations.

NINTENDO GAMECUBE™ PlayStation®2

www.ufc.tv
www.ubi.com/uk

CRAVE ENTERTAINMENT

Ubi Soft ENTERTAINMENT

© 2002 Crave Entertainment, Inc. All rights reserved. Co-published by Ubi Soft Entertainment and Crave Entertainment, Inc. under license. UFC, Ultimate Fighting Championship, UFC, and the UFC Logo are either trademarks or registered trademarks of Zuffa, LLC in the US and other countries, and are used under license. Crave Entertainment and the Crave Entertainment logo are either trademarks or registered trademarks of Crave Entertainment, Inc. in the U.S. and other countries. All other trademarks and copyrights are the property of their respective holders. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. ©2002 Nintendo. All rights reserved.
"PS2" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

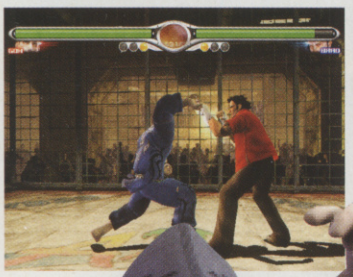
PLANET CVG

THE HOTTEST GAMES & GOSSIP FROM AROUND THE GLOBE

Evolution's Coming!

VIRTUA FIGHTER 4: EVOLUTION – NEW SCREENS

All the arenas have been revamped



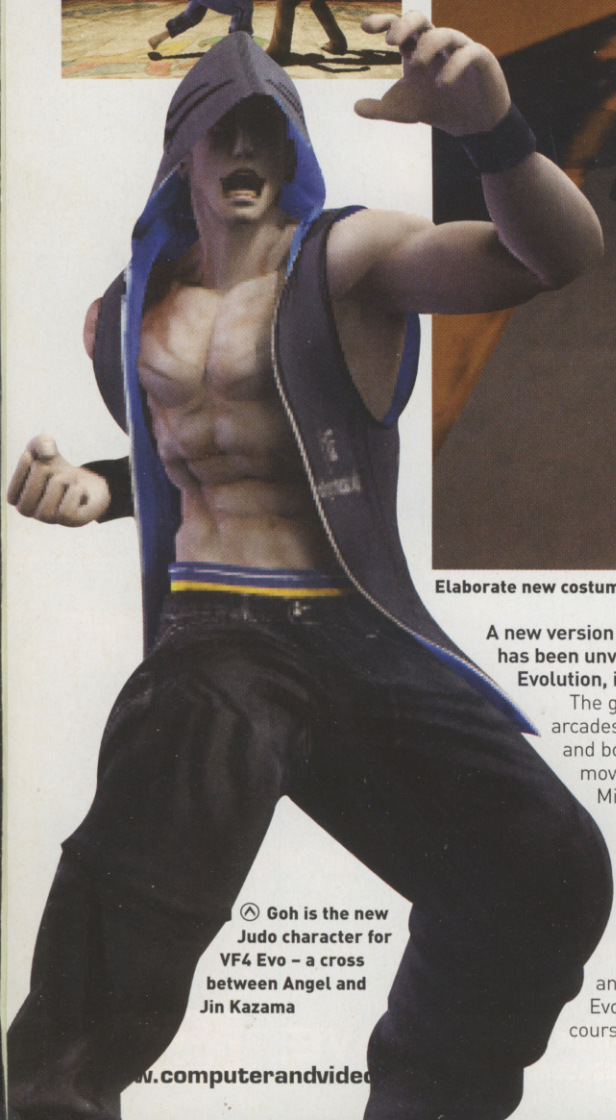
Elaborate new costumes are available for all the fighters. Only problem is, you can't transfer your existing data

A new version of Sega's awesome Virtua Fighter has been unveiled. Called Virtua Fighter 4: Evolution, it's got bags of new features.

The game, which is due to hit Japanese arcades any time now, will come suited and booted with two new fighters, new moves and new game modes, including Mission and Quest.

The two new fighters are kickboxer Brad Burns and judo specialist Goh Hinagami. They'll have new moves and new animations, and it's even likely players will get to tinker with their appearance.

Sadly, no console port has yet been announced for Virtua Fighter 4: Evolution, but as soon as it is, we will, of course, let you know...



Goh is the new Judo character for VF4 Evo – a cross between Angel and Jin Kazama

Weather effects are new to the game for more epic battles

Halo 2 Exposed!

EXCLUSIVE FIRST LOOK!

IT'S OFFICIAL. HALO 2 IS COMING TO XBOX

Are there angry aliens behind there? Probably

Holy green helmets! A sequel to the most epic blaster in console history is bowling onto Xbox at the end of next year. And Halo 2 is no meagre add-on. It's an all-new testosterone-packed shooter.

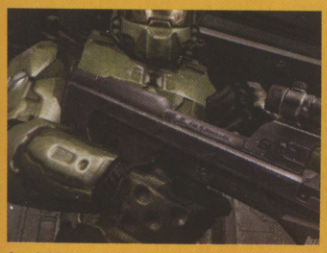
Once again you slip into the clodhoppers of Master Chief in the continuing struggle against the Covenant. And there are loads of new enemies preparing to make your life hell. But with new weapons and mad vehicles, massacring enemy troops should be better than ever.

The action unfolds within some stunning new environments. A completely new graphics engine has been written too, to bring you some of the most amazing visuals yet seen on a console.

That's not all. Halo 2 will support multiplayer Internet gaming over Xbox Live. Plus, Bungie has disclosed that there are going to be loads of new multiplayer modes and features.

CVG will be sure to bring you all the latest news on Halo 2 as soon as we get it. So stay tuned.

The lighting effects are even more impressive this time



Look! It appears to be a new sniper scope add-on for the assault rifle

When Master Chief gets lonely he likes to give his pet assault rifle a hug

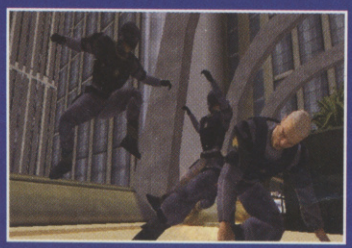
Halo 2 uses a brand new graphics engine, to make it even prettier than its baby bro

After a long battle, Master Chief nips to the bogs for a quick number two

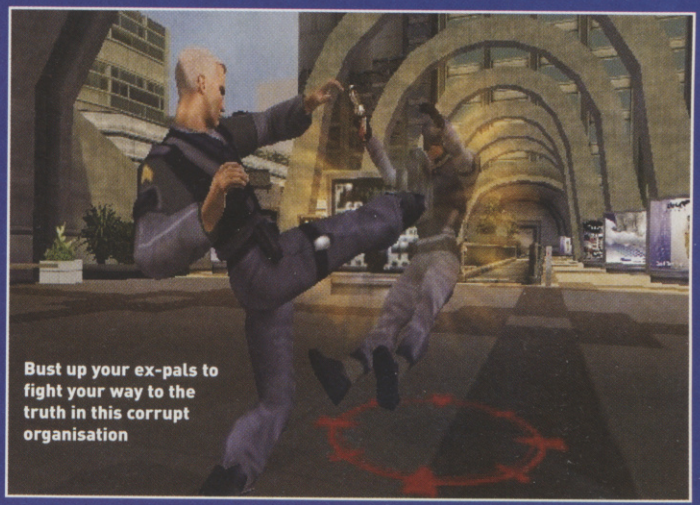
Cruise Control

The game version of Steven Spielberg's Minority Report is to make an appearance on PS2, Xbox, GameCube and even the GBA in the near future.

Playing as the film's Tom Cruise character, you'll fight, puzzle and explore your way through 15 levels, many of which will be just like the movie. You'll also get to use some of the film's cool gadgets, like a PDA which allows you to receive info and hints, a jet-pack, sick sticks (which in the film made enemies vomit) and Spyderbots, which 'eyedentiscan' crims. The GBA version, meanwhile, is more combat-based.



Breakdancing: a great stress reliever

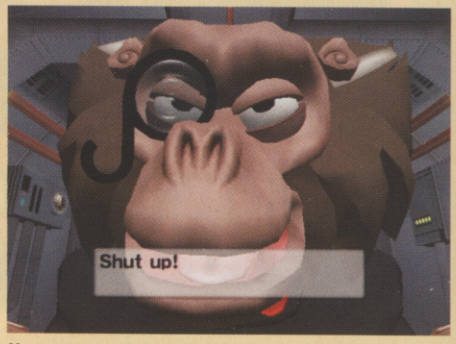


Bust up your ex-pals to fight your way to the truth in this corrupt organisation

SUPER MONKEY BALL 2 – LOADS OF SCREENS

The levels are new, but you still gotta go fast

It's fast and confusing and it's got waterfalls



You get to trade insults with simians. Different

"Bring Out The Chimp"

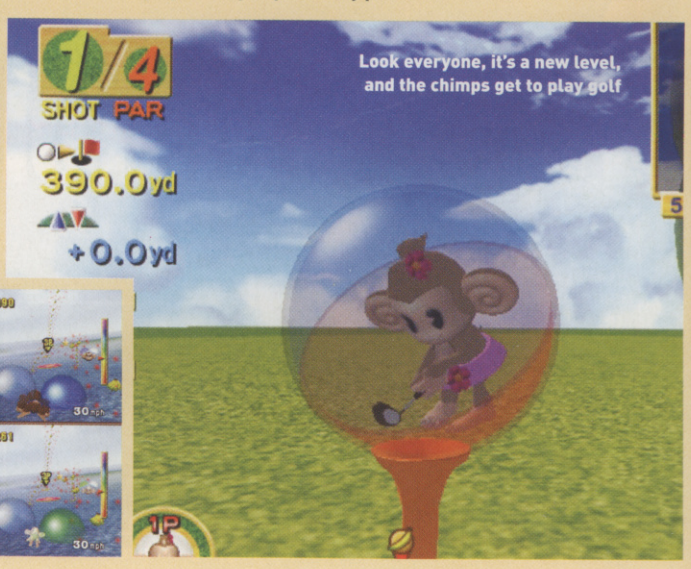
Prepare to force your monkey into his ball for a second time – Super Monkey Ball is returning to GameCube, and we've got the shots to prove it.

It looks as though the blokes at Nintendo agree with the old saying "If it ain't broke, don't fix it", because the action has remained remarkably similar to the original.

Once again, you've got to speed around massive airborne levels collecting bananas in a see-through globe, and once again the levels will be rammed with (sometimes nasty) surprises. The sharp-eyed geezers among you will spot a new monkey golf game featured in these shots, as well as a monkey boat race.

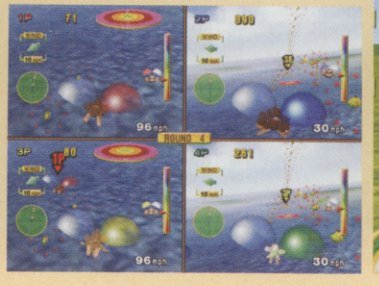
Warning: never play a chimp at pool. They poo on the table and eat the chalk

As before, mastering the airborne levels is likely to be one of the real thrills



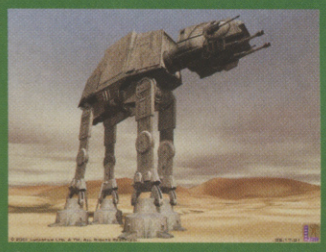
Bananas: a source of B vitamins and worth points

Suck on Super Monkey Ball 2 in a four-player style. We like...



Control Freak

Rumours are rife (and ripe) that a mouse and keyboard will eventually be made available for the Xbox.



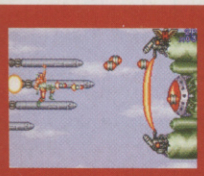
Gorgeous, but will a headset work?

Later this year, Microsoft's online service Xbox Live! opens in the US, with excitement growing over huge Massively Multiplayer Online role-players like Star Wars Galaxies and EverQuest, which thousands will be able to play from their Xboxes.

But while PS2 has a keyboard and mouse for its MMORPGs, the Xbox is limited to a headset, which will use voice commands. Cool as it sounds, it's unlikely that the headset will be able to get to grips with the demands of an MMORPG, and now it seems that Microsoft may be building in a keyboard option for Xbox Live! developers who are wary of the mouse. What if it was? Well, could it be the first step towards low-cost PCs that are games machines and DVDs first, and PCs second?

Star Wars Galaxies: an MMORPG. Gulp

It's widely believed that only a mouse and keyboard will work



Contra Advance: Alien Ex for the GBA

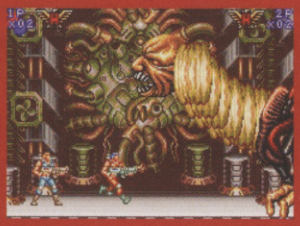
Takes you right back to the SNES, dunnit?

Oh look, it's Turrican. Sorry, our mistake...

Double Trouble

A new Contra game is gunning for GBA, with Contra Advance: The Alien Wars Ex due in November.

Based on the SNES version, it will feature finger-hurting side-scrolling action in a kind of cool 2D-meets-3D way. It looks like it's shaping up nicely, but for the moment you'll have to content yourself with these screenshots...



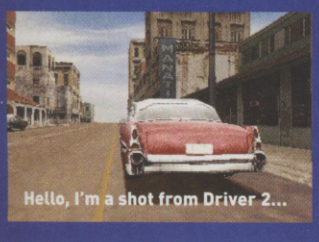
Long neck? Avoid vertical stripes

Drive On

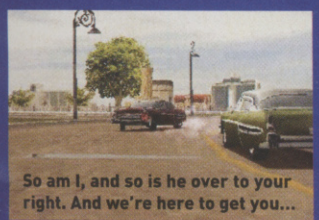
The Driver games are no longer exclusive to PlayStation, it's been announced.

Driver 3 will appear on Xbox, GC and PC as well as PS2 when it's released in 2003, the first time a Driver game has appeared on any console other than a Sony one.

"Driver 3 [...] will [...] take the franchise to another level of success," gasped Infogrames' Larry Sparks. These shots are from Driver 2, though... Sorry.



Hello, I'm a shot from Driver 2...



So am I, and so is he over to your right. And we're here to get you...

Skidding your pants over a sequel

XBOX PILFERS OTHER FORMATS

"We'll 'Ave A Bit Of That!"

Serious Sam: lots of outdoors, open levels and monsters to kill. Mint

Shenmue II: think RPG stuff, not in the slightest bit similar to Serious Sam..

The light-fingered people at Xbox have been busy nicking games from other formats, and the most recent to get lifted are Serious Sam and Shenmue II.

Already a legend on the Dreamcast, Shenmue II is a huge role-player with insane attention to detail and elements of fighting and adventure. It's the kind of game you either love or you hate, and Xbox owners will get to decide how they feel later this year.

Okay, it's an outdoors, open level and here's a gun: Sam, or Shenmue?

Last chance. Use your powers of deduction. Is this Shenmue or Sam?

Meanwhile, PC port Serious Sam couldn't be more different (or less serious). Basically, it's a first-person shooter with huge, wide-open levels where there's nowhere to hide – as you can see from these PC shots. Expect it around the time Xbox Live! is launched in this country. So not this year, then...

GAME BOY ADVANCE GETS 351 POKEMON! TOTALLY AWESOME!

Let's Play Catch

Last time we put shaking hand to keyboard to tell you about Pokemon for the GBA, we were calling it Pokemon Advance.

But since then, Nintendo has announced the official titles of what will be the first two Pokemon games ever for the world's greatest handheld. And they are: Pokemon Ruby and Pokemon Sapphire. The versions will relate to each other in much the same way as Red and Blue, and Gold and Silver, with exclusive Pokemon in each. So you better whack out your link cable – you'll need to link up and trade with mates to catch and train all 351 Pokemon.

The games are coming out on November 21 in Japan with a UK release currently expected some time in 2003.

Looks like the Pokemon double up for battles this time. Our brains hurt already!

Somewhere along the line a water-type Pokemon will come in handy here...

Kinokoko uses Mega Drain on Ballbeeto, while Sonano cackles crazily

The Pokemon on the right is Sonano, one of the new Legendary Pokemon

Click Once, Click Vice

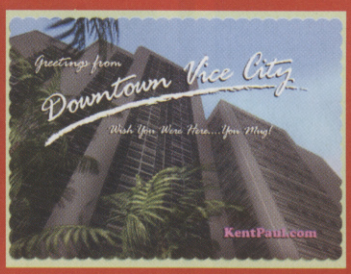
SEND POSTCARDS FROM NEWLY LAUNCHED GTA WEBSITE

An interesting little teaser website for the next GTA game, Grand Theft Auto: Vice City, has been posted online for your perusal.

Under the guise of being the work of "Paul, from Kent", a self-proclaimed '80s nostalgia buff, the site lets you send GTA: Vice City postcards to your mates,

This we found on Kentpaul.com, which is an '80s-themed retro site, or a thinly disguised promo for GTA: Vice City

Could be another screenshot. Could be a shot of a purty lady rollerblading



And hey, why not send a postcard?

Remember Miami Vice? You will do soon enough...

and even allows you to see a couple of early screenshots – if you know where to look.

It's worth going to take a peek because it's a good crack, and by the looks of things new GTA: Vice City info will be posted online soon. The site is at www.kentpaul.com, but we downloaded the images for you to see in the meantime...

Psychedelic attacks like this are going to look terrific on your GBA

Traditional one-on-one Pokemon battles are still possible. Phew...

New Pokemon Trainers wait to greet you with crazy comments and crazier Pokémon

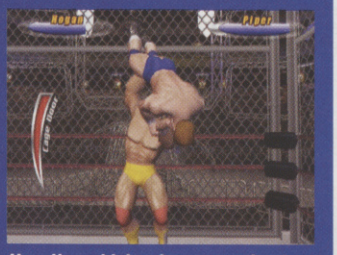
Water Pokemon versus Bird/Water Pokemon. How will Pelipah get the advantage here?

The Boys Are Back!

After the big-name bouts of Legends Of Wrestling, its sequel has been confirmed across all next-gen platforms, to appear around Christmas.

LOW II will feature more than 65 old (sorry, legendary) fighters, duking it out across a variety of match types.

"Legends Of Wrestling II packs the power of some of the best names in this business," bawled Hulk Hogan, the veins standing out on his neck. "I can't wait to take my 24-inch pythons and lock-up with Andre The Giant and relive one of the greatest matches of my career."

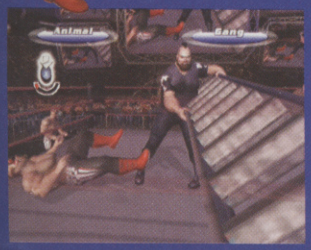


Usually we'd do a lame gag about an experiment going wrong here

Sadly for Hulk, this will only happen in 'the game', not in 'real life'. Still, thanks for the quote.

Hulk will be joined by Rowdy Roddy Piper, Bret 'Hitman' Hart, Bruno Sammartino and more. They'll take part in all sorts of cranium-crushing action.

These shots are from Xbox and Cube but there will be a PS2 version too.



Cool. Camera mounted on top of a ladder about to be used as weapon

Big mutha carnage on the highway and you have a tanker full of fuel

Is it a petrol station? Is it a Burger King drive-through? Who knows?

One Big Mutha!

SHOTS FOR PS2 AND XBOX

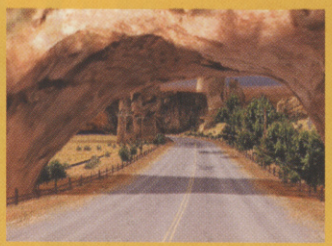
Big Mutha Truckers sounds like a big mutha of a bad pun to us, but in fact it's the name of a new trucking game winging its way to a PlayStation 2 or Xbox near you soon.

In it you get to take command of a huge Yankee 18-wheel rig and go trucking from city to city. The aim is to – ahem – wheel and deal, all the time building up your personal fortune so that you can retire and contemplate your cowboy boots while sipping an ice-cold Bud on the porch of your rococo-style mansion.

It's not that easy, though: trying to stop you are the local biker gangs, corrupt sheriffs and even your own redneck brothers and sisters, the gits. Check these shots, but you'll have to wait till Christmas-time to play the game.

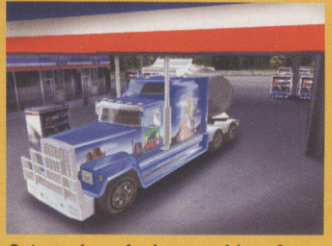
Bok! The Crazy Taxi cab takes a battering from your ram...

Cover your cab with kisses and bullhorns all you want – the cops'll still get you



Authentic 'Deep South' locales figure highly in Big Mutha Truckers, y'all

Is it a road, is it a motorway? Nope, we're in Yank-land, it's a freeway



Get us a bag of crisps, could you?

MULTI-FORMAT TOP SELLERS

1	Medal Of Honor: Frontline	(PS2)
2	Gran Turismo: Concept	(PS2)
3	Grand Theft Auto III	(PS2)
4	Spider-Man	(PS2, GC, XB, GBA)
5	Prisoner Of War	(PS2, XB)
6	Warcraft III : Reign Of Chaos	(PC)
7	Gran Turismo 3	(PS2)
8	Tony Hawk's 3	(PS, PS2, GBC, XB, GC)
9	Max Payne	(PS2, XB, PC)
10	Stuart Little 2	(PS, PC)

£5 OFF!

Any Game At GAME

www.game.uk.com

The UK's Leading Specialist in Computer Software and Videogames

1. The £5 off is valid against the purchase of any one product costing £29.99 or more. **2.** This voucher is not exchangeable for cash and is non-recoverable. **3.** This voucher cannot be used in conjunction with any other offer or voucher. **4.** This offer may be withdrawn at any time without notice. **5.** Only one voucher per transaction. **6.** Only one voucher per person **7.** This offer is redeemable at any GAME store in the UK and Eire. **8.** Voucher valid from 29/08/02 until 25/09/02 **9.** Voucher applies to software and accessories across all formats

503441010078

TWO X-MEN GAMES – NEW SHOTS

X-Men Overload!

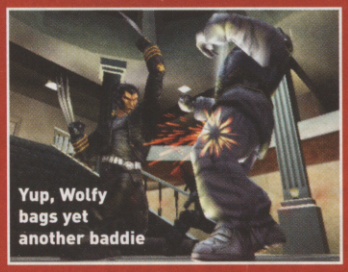
Yup, here are new shots of two brand new X-Men games which are coming to all your favourite next-gen consoles. So, without any ado of a further nature, let's get on and write some wurdz about them...

WOLVERINE'S REVENGE

Featuring the voices of X-Men movie star Patrick Stewart and Mark "I used to be Luke Skywalker and now I do a lot of games voiceovers" Hamill, Wolverine's

Man in spacesuit. Bok!

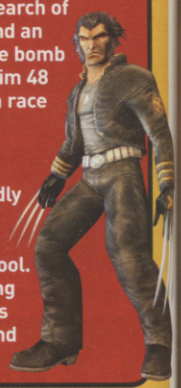
Wolfy's mad in this one. Claws out



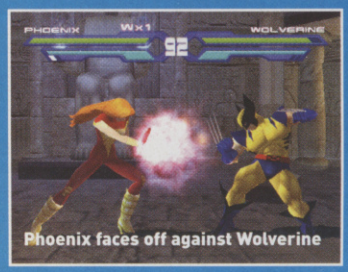
Yup, Wolfy bags yet another baddie

Revenge puts you in the hairy guy's shoes as he goes in search of his past. Oh, and to find an antidote to a viral time bomb in his system giving him 48 hours to live. So, it's a race against time battling familiar villains, and you're armed with Wolverine skills (deadly claws, unbreakable bones) and back-up from fellow X-Men. Cool.

We'll be sharpening our claws ready for its arrival on GC, Xbox and PS2 in spring 2003.



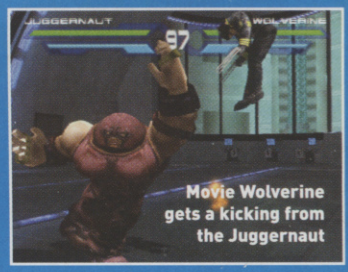
X-MEN: NEXT DIMENSION



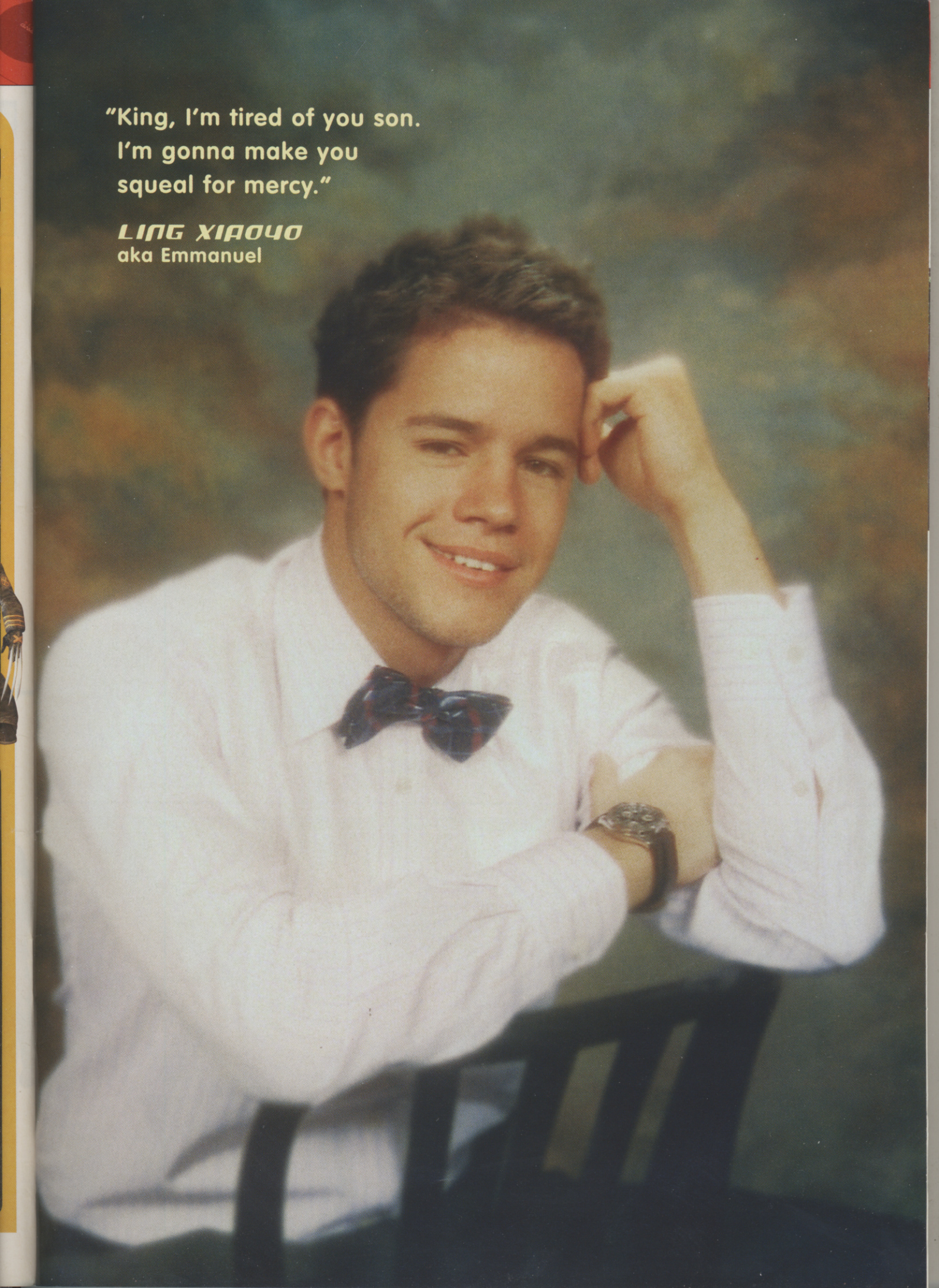
Phoenix faces off against Wolverine

The environments are interactive, but looking at this one...

But what's this? Due for release at the end of this year, also on GC, Xbox and PS2 is X-Men: Next Dimension, where Wolverine shares the centre stage with the rest of the X-ers for – it says here – "epic superhero showdowns across expansive 3D levels." Sure, if you consider one-on-one fighting with interactive levels 'epic', which we don't. But hey, we'll keep our powder dry until review time, so just feast your eyes on these shots until then...



Movie Wolverine gets a kicking from the Juggernaut


"King, I'm tired of you son.
I'm gonna make you
squeal for mercy."
LING XIAOYU
aka Emmanuel

Cel Mate

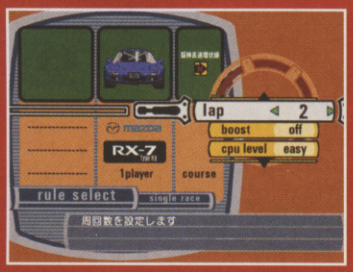
AUTO MODELLISTA PS2 SHOTS

In case you've been hiding in the backwoods brewing moonshine and chatting up cattle, Auto Modellista is the new fancy-dan racer from Capcom. And if you've had a look at the screenshots, you'll know why. It's cel-shaded. It's a cartoon that's a game.

You'll need a PS2 if you wanna play AM, and if it walks it like it talks it, the game should be cool. Capcom promises a true arcade feel, with a real sense of speed, as well as a tasty selection of cars (Japanese ones, anyway), a variety of different tracks like mountain passes and city environments AND the option to fully customise your car.

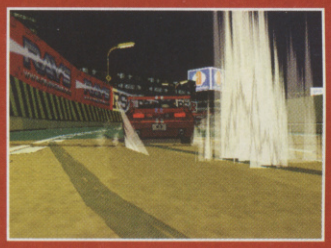
The game isn't just about racing as fast as possible, but about having fun with customisation. Capcom marketing director Todd Thorson describes it as "a racing game that every racing fan is going to want to play."

We'll tell CVG readers whether it's wicked or wack in November when it comes out.



Set up one-off, one-player challenges to suit your own skill level

The obligatory two-player option


We can't get enough of this cool effect

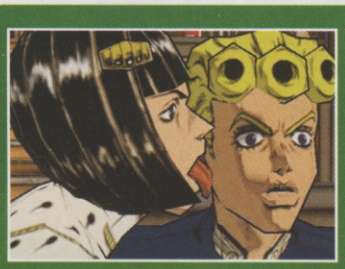
Replays look like scenes from a Japanese animation. Speed lines make the action look more dramatic

This baby scorches onto UK shelves this November, and we're raring to go

Modify your car settings here

It'll be a different ride, for sure

Register your name to own the car

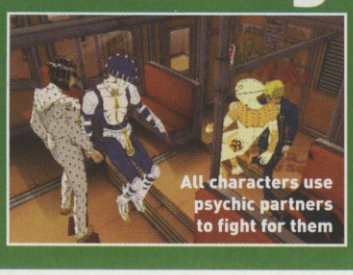

They're both fellers, by the way. Spook!

Failed applicants for CVG staff writer

Strange Lady

"Everyone who's seen this game has been highly impressed," says David Miller of Capcom Eurosoft.

WRONG! Everyone who's seen this game has gone, "What the flinkin' heck is this?" Because JoJo's Bizarre Adventure 2 for PS2 is the maddest fighting game you'll ever see. Naturally, we already like it.

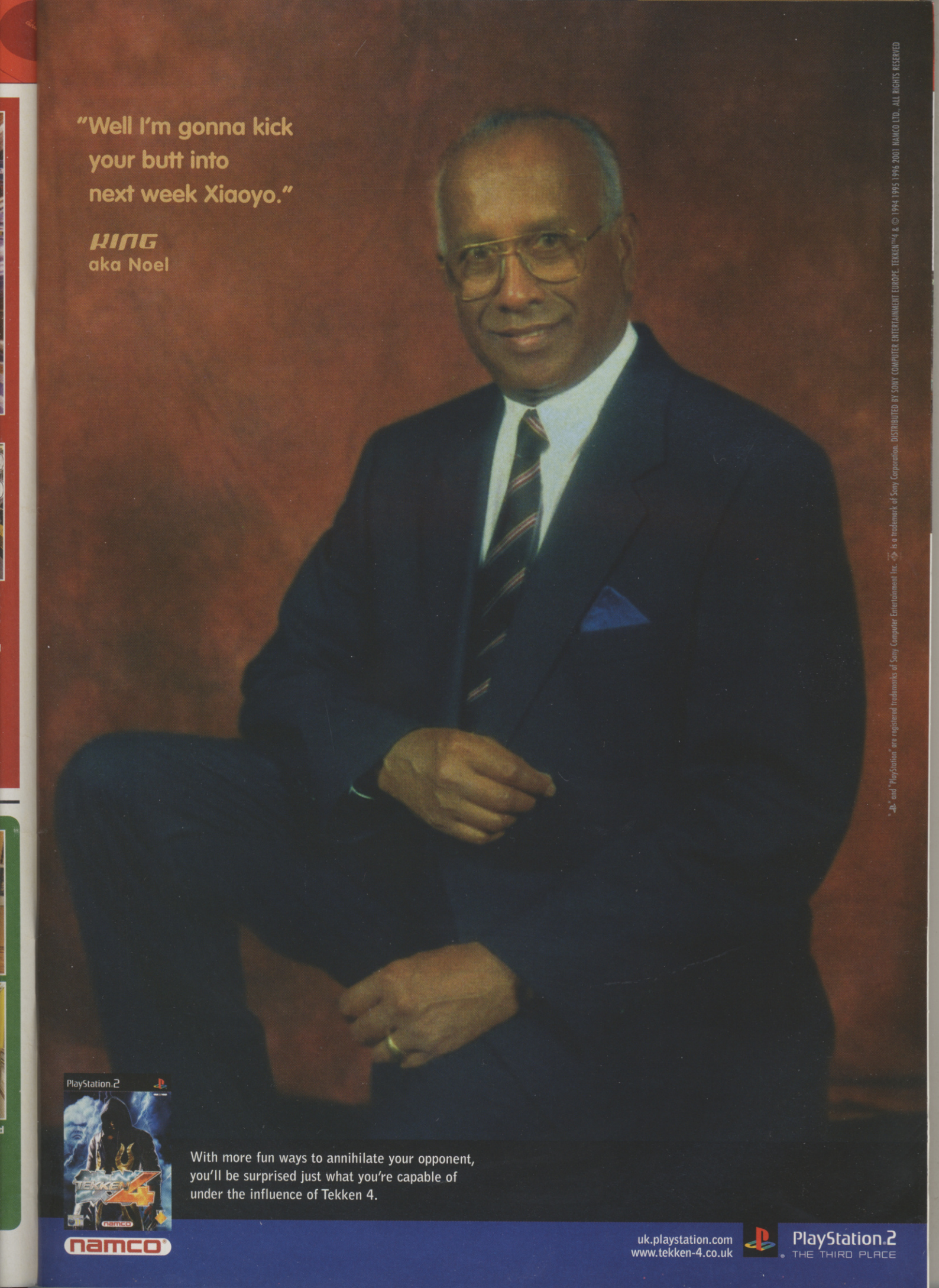

All characters use psychic partners to fight for them

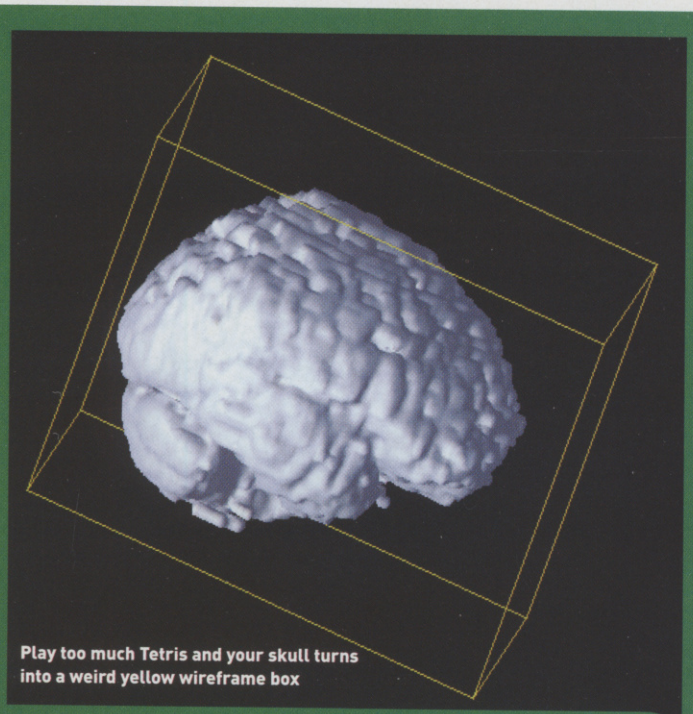
Sure it's strange, but the fighting action is cool

Samba De Amigo? No! Samba De Stand

Based on a Japanese comic, the game uses the same cel-shading look as Auto Modellista. JoJo is a weird-looking chick in a catsuit and she likes a scrap, but characters also have special abilities called 'stands', which they use as they progress through the storyline.

In Europe the game should touch down before Santa does.


"Well I'm gonna kick your butt into next week Xiaoyo."
KING
aka Noel
PlayStation.2
TEKKEN 4
namco
With more fun ways to annihilate your opponent, you'll be surprised just what you're capable of under the influence of Tekken 4.
namco
uk.playstation.com
www.tekken-4.co.uk
PlayStation.2
THE THIRD PLACE
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. is a trademark of Sony Corporation. DISTRIBUTED BY SONY COMPUTER ENTERTAINMENT EUROPE. TEKKEN™4 & © 1994 1995 1996 2001 NAMCO LTD., ALL RIGHTS RESERVED



Play too much Tetris and your skull turns into a weird yellow wireframe box

Brainwave!

GAMES "ARE BAD FOR YOU"!

A Japanese surgeon has claimed that playing videogames can damage the brain. Akio Mori, a cranial nerve specialist in the capital, Tokyo, has researched children's brains and found a lack of beta brainwave activity in people who play them frequently.

If levels of beta brainwaves are low, people have difficulty concentrating and get angry REALLY EASILY, RIGHT?!

Mori analysed the results of 240 people between six and 29 years old, comparing the beta brainwave activity of those who play for one to three hours a day for three or four days a week, to those who play them every day for up to seven hours. (Hello? Who plays games EVERY day for seven hours?) Beta brainwaves were almost absent in the heavier gamers surveyed in the test.

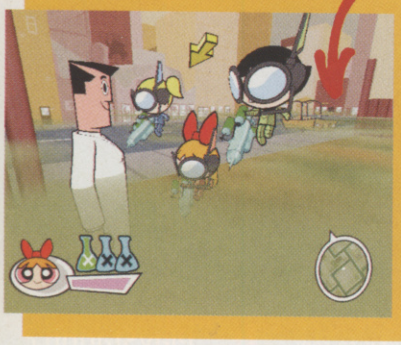
However, a neuroscientist based in the Netherlands argued, "My guess is that fatigue is the most likely cause of the absence of the beta waves, and not the gaming per se."

Playing too many games will mash your brain, leaving you good for only slumping on benches

NEWS SHORTS

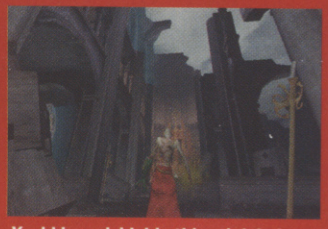
Lara Croft model Jill De Jong popped in to help the London Symphony Orchestra record the soundtrack to the next Tomb Raider game, Angel Of Darkness, which is out on PS2 and PC in November.

The Powerpuff Girls: Relish Rampage is out in November on PS2, for more action adventures in Townsville. This time the girls have to defeat Mojo Jojo, who wants to marinate the town. Awesome.



Once you were a woman with no hope, now you're a tooled-up vixen

She's not the only character in there



You'd be suicidal in this stink hole

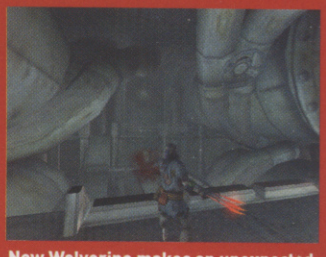
"Get Lost"

The Lost for PS2 is survival horror which gets a bit more personal than most.

You play Amanda, a medical student, young mother and waitress, and things aren't going too well. You're falling behind on your bills, your grades are slipping and you're earning less and less. Then, when tragedy strikes, you're on the verge of suicide until a strange man appears, offering you an alternative...

And that's all we know, but it sounds interesting, yes? And things must get seriously strange after that, because somehow the lady gets hold of a sword. There will be other characters too.

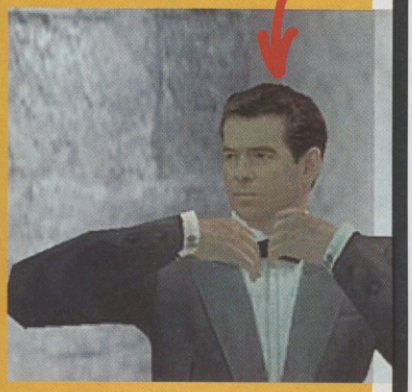
Could be good – or it could be pants. We'll have to wait until November to find out...



Now Wolverine makes an unexpected appreance. Like, what the..?

NEWS SHORTS

Bond fans, make a date in your diary for November 22, when not only does the film Die Another Day come out, but James Bond 007: NightFire is released across all the next-gen platforms. For the first time, the game will use an actual likeness of Pierce Brosnan playing Bond (see preview, p26).

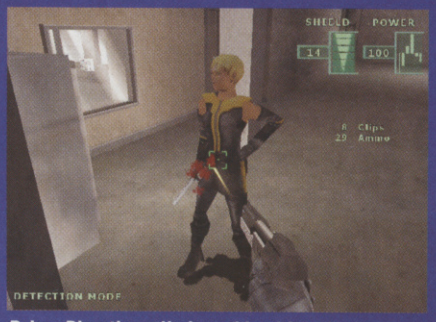


Activision has teamed up with Microsoft to launch a new budget range of PC games called Xplosiv. Available from August 30 and retailing at £9.99, the range will include Mat Hoffman's Pro BMX, Dark Reign 2, Combat Flight Simulator, Midtown Madness and Age Of Empire Gold Edition.

Frontline Attack: War Over Europe is a real-time strategy game from Eidos, depicting the struggles in war-torn Europe between 1941 and 1944. The game is released on PC in September...

NEW SHOTS FOR ROBOCOP ON PS2

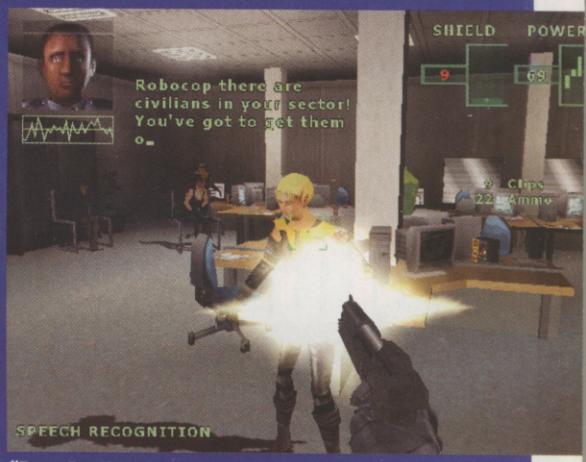
Detroit Rocks!



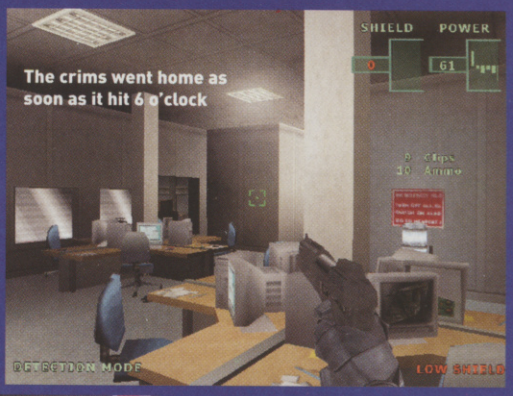
Prime Directive: eliminate blond female threat

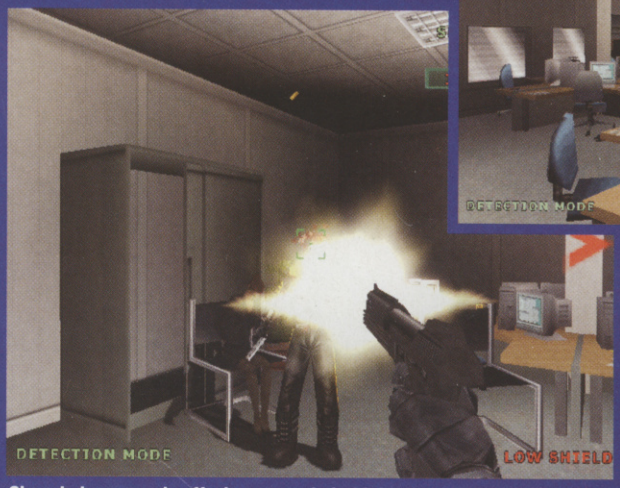
Damn, it's tough being a cyborg. Take Robocop, for example. Not only has he got to keep Detroit safe and stop punks with green mohicans from raiding pharmacies, but now he's got to protect all his cyborg mates from the evil OCP Corporation too.

That's the plot of Robocop, due soon for PS2. You get to play as the metal-based cop, and you do it over 15 different missions – some nicked from the three films – with loads of weapons, items and movie-like cinematics. Hmm. Look at the shots, see what you think...



"Dropping litter is a crime. You are sentenced to death"





Sheesh, he was only offering you a chair. Lighten up, Robo-rozzer

Least you won't have to hand-cuff him

computer and video GAMES
Dennis Publishing Ltd,
30 Cleveland Street, London
W1T 4JD
Turn the lights out and pretend it's the end of the movie

EDITOR
Alex Simmons
DEPUTY EDITOR
Peter Walker
REVIEWS EDITOR
Lee Skittrell
STAFF WRITER
Michael Cooper
STAFF WRITER
Jimmy Francis
ART EDITOR
Dan Payne
SENIOR DESIGNER
Jenny McComb
PRODUCTION EDITOR
Georgina Kyriacou
CONTRIBUTING EDITOR
Paul Davies
ART DIRECTOR
Phil Clark
TIPS EDITOR
Barny Zoeller
ONLINE DEPUTY EDITOR
Pat Garratt
ONLINE TECHNICAL MANAGER
Stephen Fulljames
ONLINE SECTION EDITOR
Johnny Minkley
CONTRIBUTORS
(Words) Andrew Holmes, Joff Brown, Alex Huhtala, Dean Scott, Dave McComb, Maura Sutton, Rhianna Pratchett, Tom Sargent, Mark Hill, Martin Korda, Jason Song, Simon Littlewood, Elliott Linger, Ed Zitron, Andre McLeod, Russell Meredith, Jonathan Barrett, Oliver O'Brien, James Keane, Mark Mina, Daniel Gerrella, Sohail Khan, James Hobbs, Krishan Pandya, Tim George, Michael Samrai *(Design)* Jaime Smith, Ian Jackson *(Subbing)* Rosanna Negrotti, Vanessa Hards
CVG EDITORIAL
020 7907 6565 (**Fax:** 6566)
EXISTING SUBSCRIBER ENQUIRIES
01454 642443 or cvg@cisubs.co.uk
ONLINE SUBSCRIBER SERVICE
www.subsinfo.co.uk
PRODUCTION EXECUTIVE
Nicky Baker 020 7907 6058
PUBLISHER
Tara Leathers 020 7907 6508
GROUP SALES DIRECTOR
Ian Westwood
ADVERTISING DIRECTOR
John Garewal 020 7907 6008
DEPUTY ADVERTISEMENT MANAGER
Richard Downey 020 7907 6671
LEISURE GROUP AD MANAGER
Mandy Hewitt 020 7907 6670
PROMOTIONS MANAGER
Emily Ford 020 7907 6672
SALES EXECUTIVE
Jonathan Boakes 020 7907 6673
CLASSIFIED SALES EXECUTIVE
Ben Brown 020 7907 6684
GROUP PRODUCTION MANAGER
Simon Maggs 020 7907 6051
LIST RENTAL EXECUTIVE
Nerys Church 020 7907 6140
DIRECT MARKETING DIRECTOR
Julian Thorne
NEWSTRADE MANAGER
Frzana Rehman 020 7907 6148
GROUP PUBLISHER
Duncan Tickell 020 7907 6352
FINANCIAL DIRECTOR
Ian Leggett
GROUP MANAGING DIRECTOR
Alistair Ramsay
CHAIRMAN
Felix Dennis

Import games supplied by
RAVEN GAMES LONDON
Tel: 020 8663 6822
Email: info@ravengames.co.uk

Dennis PPA

Company Registered in England, number 1138891.
Entire contents © 2002 Felden Productions.

© COPYRIGHT:
Computer And Video Games 2002
ISBN NO: 0261-3697
Computer And Video Games recognises copyrights and trademarks. We've acknowledged copyright holders. If we haven't credited your copyright, we'll correct any oversight.

CACKMAN

The independent voice of the free gaming nation

EXTRA! EXTRA! FORGET ALL ABOUT IT!

After watching a documentary about schizophrenics on TV, Cackman thought it might be fun to see what it's like to be mentally tortured. So he fired up Dark Summit and started playing.

It's absolutely evil, of course, but that's not what caused Cackman to try to punch his own chest open in vengeful fury. No, it's because it's one of many games that feature those stupid DVD extras in place of real secrets.

After accidentally sliding over a pipe, Cackman found a token. Then it was a case of flipping back to the menu screen to see what it unlocked. Imagine the pleasure as a crappy pencil drawing of a man with a beard popped up. As a comparison, Super Mario World has a series of super levels on a magical star road, one of which has YOU ARE A SUPER PLAYER written in coins in the sky. In coins. In the sky.

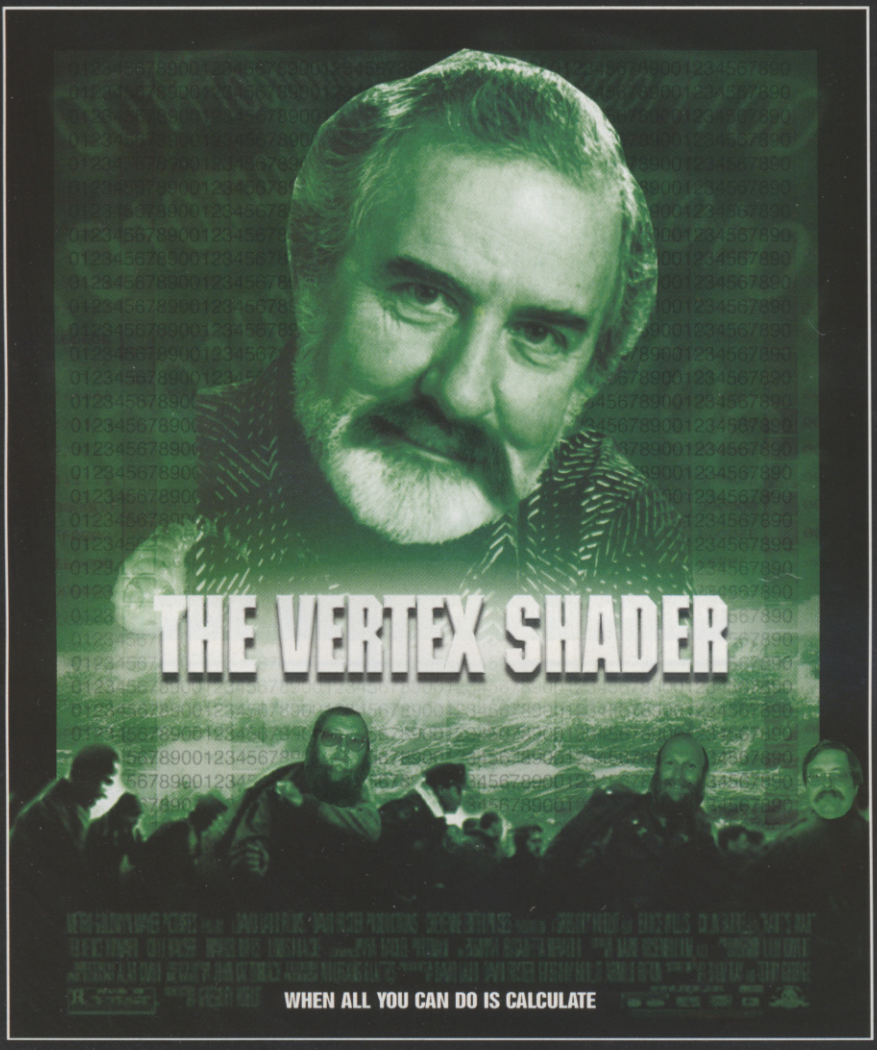
Back before Cackman's hands evolved into those of a Lego man, capable of holding only burgers and joypads, he could have drawn a better picture himself. Left-handed. While being drilled in the eye by a woodpecker.

Another symptom of the disease is developer interviews. Movie clips of pasty-faced social retards in Red Dwarf clothing babbling about draw distance? That sort of stuff isn't entertaining. That's why it's stowed on a game disc and not playing at your local cinema. You know how many people would pay to see Tom Cruise starring in Secrets Of The Vertex Shader? This many: none.

If you're that lacking in quality control why not put EVERYTHING on? Surely at some stage of the development process the programmer took a dump? Why didn't they take a picture of that? Or better still, movie footage of him struggling red-faced with a sharp one – his intermittent whimpers booming out in 5.1 surround?

You've got to know where to draw the line. Cackman's got some very fruity pictures of Mrs Cackman, but he's not about to show the whole world her pink bits. Well not until we split up. Then those bad boys are going straight on the web.

Games developers: you're making a game, not a DVD. We don't want your drawings. Send them to your mum and she'll stick them on the fridge. If you can't be bothered to build me a room full of coins or have a space shuttle taking off, STOP MAKING GAMES.



Developer interviews: how much fun are they?

Cackman's opinions aren't necessarily those of CVG

SPECIAL PROMOTION

WIN WITH CVG AND LEGO Spybotics™

BOTS ARE BETTER THAN BOND!

All you need for **real-life Secret Agent action** in your **own home**

Fancy yourself as a budding James Bond? Or maybe you just like the coolest of cutting-edge gadgets. Maybe you're looking for a new kind of game where you control actual real robots that you've built from the ground up in hazardous single and multiplayer missions. What you need then, Agent, is some hot LEGO® Spybotics™ action.

SPY-WHATICS?

Spybotics is like a live-action videogame in your own living room. Choose your Spybot, select one of the 10 pre-programmed missions, personalise your mission parameters, then control your spybot, using the programmable remote controller, to win the day.

Extra missions can be downloaded from the Internet, up to three of you can play in cool multiplayer missions along with an autonomous Spybot, and you can also design your own challenges in Special Operations. You even earn points as you play that help you move on up the online worldwide rankings.

Have you got what it takes to become the James Bond of the Spybotics world? All you need to enjoy LEGO Spybotics is a Pentium II (or higher) PC, with at least 200MB on the hard drive, as well as access to the Internet. There are four different types of Spybot, each retailing at £59.99.

WANT TO WIN?

Only the best spies stand a chance of winning our LEGO Spybotics competition. One lucky CVG reader can win a full set of four Spybots. Simply follow the instructions below then fill out the coupon and send to: Spybotics Competition, CVG Magazine, Dennis Publishing Ltd, 30 Cleveland Street, London, W1T 4JD.

HOW TO ENTER:

- Go to www.LEGO.com/spybotics
- Choose your language
- Click on COVERT TOOLS
- Select the ENCRYPTION MACHINE tab at the bottom left of the screen (you will need the Shockwave Flash player for this to work; most PCs will already have this installed)
- Enter the following secret message into the text window on the right:

844gdfcffejfeeebehbfafdffef295

- Answer the questions below . The numeric answers you get are the co-ordinates you will need in order to decode the secret message!
- Move the pointer of the 'IRIS ENCRYPTION' on the left of the screen so that the co-ordinates match the answers to the questions. (The answer to Q1 goes on the left, Q2 on the right)
- Now click on the 'Decode Text' tab. If your spying skills are good enough, you'll reveal the secret word. Tell us what that word is to stand a chance of winning the prize.

QUESTION 1: The maximum number of players that can take part in multiplayer Spybotics missions plus 73.

QUESTION 2: The number of pre-programmed missions each Spybot comes programmed with, multiplied by 10, plus 4.

GO ON-WIN IT

THE SECRET WORD IS:

ENTER YOUR DETAILS BELOW

Title:

Forename:

Surname:

Address:

Postcode:

Daytime tel no:

Email:

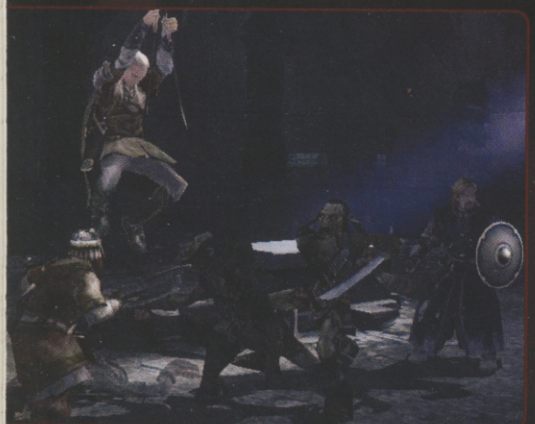
TERMS AND CONDITIONS:

1. Entrants must be resident in the UK and may not be employees or their immediate families of LEGO Company Ltd, Dennis Publishing, their agents, or anyone professionally connected with the competition. One entry per person. Applications only accepted on original entry form. No photocopies, bulk or third party entries accepted. Entries from those aged 16 or under must be accompanied by the signature of a parent or guardian.
2. The Promoter accepts no responsibility for lost, damaged, delayed or illegible entries.
3. All sections of the entry form must be completed. No purchase necessary. Entry forms available at participating [Retailer] outlets only [if relevant].
4. Entries must be received by 30th September. An independent jury will judge all entries. Prizes will be awarded to entrants who have answered the two questions correctly. The judges' decision is final and no correspondence will be entered into. Winners will be notified by post within 28 days of the closing date. All entries submitted become the property of the Promoter, and cannot be returned. No cash alternative is available for any of the prizes. In the unlikely event of circumstances beyond their control, the Promoter reserves the right to offer a prize of equal or greater value.
5. By entering the competition all participants agree to be bound by the Terms and Conditions set out in the promotional material.

GAME: THE TWO TOWERS
FORMAT: PS2 (PC: TBC)
COST: £39.99 TBC
DEVELOPER: EA/STORMFRONT STUDIOS
PUBLISHER: EA
OUT: NOVEMBER 15

"One Ring to rule them all, One Ring to find them"

One videogame to bring them all and come Xmas bind them. Well, so EA hopes anyway



Elf-dwarf relations hit a new low when Legolas did a pogo on Balin's tomb. And stop laughing, Boromir

The line between videogames and movies just keeps on blurring. Not only with the Tomb Raider tie-ins and Stuntman-themed titles, but in the way games and movies are created.

To make the battle scenes look uber-wicked in New Line Cinema's The Lord Of The Rings trilogy, Peter Jackson's team is using specially developed software called Massive, which drops up to 200,000 computer-generated extras into movie fights and lets them do their own scrapping using their own AI routines. A bit like PC real-time strategy game Medieval left to run wild, really.

Come November, some of that CGI genius will even make it into EA's first LOTR game, The Two Towers. Not as calculator-headed gamers would hope in the form of micro-managing 10,000 Uruk-Hai at the Battle of Helm's Deep, but instead as dramatic FMV lifted from the movie to enrich the action-orientated gameplay with a cinematic feel.

In fact, the videogame-like software driving bits of the movie FMV used in EA's title is in some respects far more complex than the in-game software itself, which is restricted to a few dozen orcs on screen at one time. Get your head around that.

AT AND IN THE MOVIES

If you're anything like us, though (God forbid), one of the first things you'll be wondering right now is how the hell you managed to oversleep for an entire year and miss EA's The Fellowship Of The Ring game. But no, this is 2002, this is EA, and its first LOTR game is indeed named after the second LOTR movie (and, of course, book).

Think carefully, though – would you rather buy a game based on this Christmas's big movie or last year's, or *both*? Okay, so now you're thinking EA-style, and it's probably also dawning on you that EA's taking some risky artistic liberties with its LOTR movie licence (see box).

Aragorn's basic melee weapons are the sword and a bow for ranged attacks. Both can be upgraded

Cinematic camera angles add to the movie feel

As any bearded LOTR purist (i.e. us) will tell you, Peter Jackson has been taking some pretty big liberties of his own while creating the movies (like giving Arwen an action role that author JRR Tolkien never afforded her). But between supping real ale and attending wicker-man burning weekends in Northumbria (we've only been once, honest), even the beardies are admitting New Line's big screen adaptations have so far stuck broadly to the spirit of the novels and made for gripping fantasy viewing.

So in the same vein, why shouldn't EA start and finish the game around the time of the second movie's amazing-looking Battle of Helm's Deep, where Saruman's evil orc hordes lay siege to the Riders of Rohan's mountain-foot stronghold? And why not go to town on the strongest element of the licence, making it look and feel as close to the two-movie experience as possible, with impressively realistic character modelling and locations and view all the in-game action from cinematic camera angles?

BEARDY BEGONE

Ditch all those hardcore role-player stat-crunching expectations, make it a much more action-orientated and tightly structured game, tie it together using lots of FMV from the movie, new script recorded by the real actors and the original music and audio, and only feature the coolest and most memorable film scenarios like Balin's tomb in Moria, Amon Hen and Fangorn Forest. Why not? After all, in a videogame do you really want to be face-sucking Arwen (or Aragorn, girls) at Rivendale or twatting loads of Moria orcs and trolls with big swords? Quite.

Anyway, if that isn't enough to whip you into a filmic frenzy, then how about including footage from the new movie in the game, which is released weeks before The Two Towers film on December 18? And to achieve all this, EA and Stormfront have been working as closely with New Line Cinema as Britney's pert buttocks do to her tight shorts – so closely that Jackson himself has seen a number of builds of the game. And this drive for a movie-like experience is evident as soon as you start playing.

RING LEADER

The game opens with Aragorn on the walls of Helm's Deep, reminiscing about how the quest to destroy the One Ring and defeat Sauron split the Fellowship and brought the three playable characters there. Earlier key events at places like Weathertop are played out in flashback with some transition FMV to develop the plot, and at the start of each level you choose whether to play as ranger Aragorn, elf Legolas or dwarf Gimli.

Some levels, like Helm's Deep, are aiming for a feeling of utter carnage and chaos as a massive battle reverberates all around you, with you in the thick of it helping to decide the outcome and defeat Saruman's monstrous minions. You can only ever control one character at a time, but sometimes you'll be scrapping alongside other computer-controlled heroes, adding to the sense of mayhem all around.

Some levels – like the last Helm's Deep mission where you'll be going from the courtyard down to defend the gates or running up to the parapets and kicking flaming oil onto the orcs – are more open and objective-based. In the first Helm's Deep mission you have to stop orcs seizing the walls by knocking scaling ladders over. This is done in three phases with progressively tougher orcs coming at you. Red dots on an indicator at the

There are some pretty cool death animations but nothing too gross or da kidz won't be able to play

Like the movie, Saruman's massive Uruk-Hai orcs look very different from Moria and Mordor ones

Sometimes you have to smash enemies' shields with piercing weapons before you can really hurt them

CLEVER LAWYER = 2 CASH COWS

We should explain for the benefit of those of you spending 2002 locked in dungeons away from all gaming-related news that there are in fact two LOTR licences with games in development at present. Vivendi has the right to publish games based on Tolkien's books, while EA can release games based on the New Line Cinema movies. Which are, of course, also based on the books. But hey, those clever copyright lawyers found a way around it and we get two sets of LOTR games, so quit moaning.

All you need to know right now is that the PS2 and GBA games from EA are called The Two Towers, while anything else on PS2, Xbox, PC and GBA with LOTR in the title are from Vivendi. And no, they don't link up. Honestly, some people.

R U 4 MORDOR OR GONDOR?

The Net is busting with unofficial LOTR fansites, some bad, some really bad, telling you fascinating things like what your name would be if you lived in Middle-Earth (www.barrowdowns.com). But here at CVG we know what's really important, so we've devised a fiendishly clever test to help you decide which side to fight on should you be transported into the LOTR universe later today.

Called True or False, you must use the power of your mind to determine whether the following statements are true. Or false. Good, eh? And we included some multiple choice questions just to throw you. Tally your score and check your allegiance below.

1 Orcs. Most rarely come out before dark, drink large amounts of 'ale', can be smelt from three blocks away due to soap-related issues, go around in packs constantly whinging and cursing the world for their rotten lot, claim to be rock-hard but run away at the first sign of real trouble. The Anglo Saxon translation of the word 'Orc' is 'Student'. True or false?

2 Over the years, one or two people have read The Lord Of The Rings books. Was it:
a/ One
b/ Two
c/ Over 100 million
d/ One in three developers at games publisher Vivendi

3 Planks of wood have delivered their lines somewhat more convincingly than the Kiwi actor who played Celeborn, but Peter Jackson craftily disguised this by distracting film-goers with elven wife, Galadriel, played by the gorgeous actress Cate Blanchett. True or false?

4 The King referred to in the title of the third LOTR book, The Return Of The King, is sometimes also known as...
a/ Aragorn
b/ Strider
c/ Elfstone
d/ Elessar
e/ All of the above

RESULTS

1-100 POINTS
If you got this many points then you're a liar and a cheat because there aren't any points. The Dark Lord beckons, you conniving toad-sucker.

ZERO POINTS
You have seen through this evil tissue of deceit and can become a courageous blond Rider of Rohan with a really cool hat.*
**Horse not supplied*

What a time to have do do your shoelace up, Strider. Best watch out – orcs have combo attacks too

Either Legolas gets magic arrow upgrades or they even celebrate Guy Fawkes night in Middle-Earth

top right of the screen help you keep track of where the ladders are popping up, while the bar below tells you how many enemies have breached the wall.

EYES LIKE AN ORC

Other levels are more linear and non-exploratory, with greater emphasis on suspense and tension; like in Fangorn Forest where the other Fellowship heroes run off, leaving you to search for clues as you try to recover Merry and Pippin. Paying close attention to visual details and sound effects is well worthwhile here, as you're more likely to spot ambushing orcs lying in wait in the tree-tops. You even get useful hints in FMVs, like using a swampy pit to kick enemies into.

Of course, the combat system is critical to fighting games, and here it's very much about mastering button combos. "The combat system is more than hack and slash. It's an action game but it's really focused on delivering the sense of sword-based mêlée combat. In that sense it's really about using the right attacks for the right circumstances and being aware of who you are fighting and what skill set they have," says EA product manager Jonathan Harris.

You'll also have to learn to fight multiple enemies at once, and while a neat indicator tells you which combatant you've singled out, there are some handy abilities that let you attack many enemies simultaneously – if you time your key combo just right.

To add some depth to level progression and combat, Stormfront, which is handling most of the in-game action, has developed a very straight-forward, largely beard-free levelling up and skills/abilities enhancement system. But don't worry – Two Towers seems to be much more 3D fighter than role-player.

Here's how it works: as you fight, you rack up skill points according to how well you execute button combos. As you fight you get constant on-screen feedback on this in the form of words like 'Poor' (not us, of course), so you know to practise one particular combo if you're a bit sloppy.

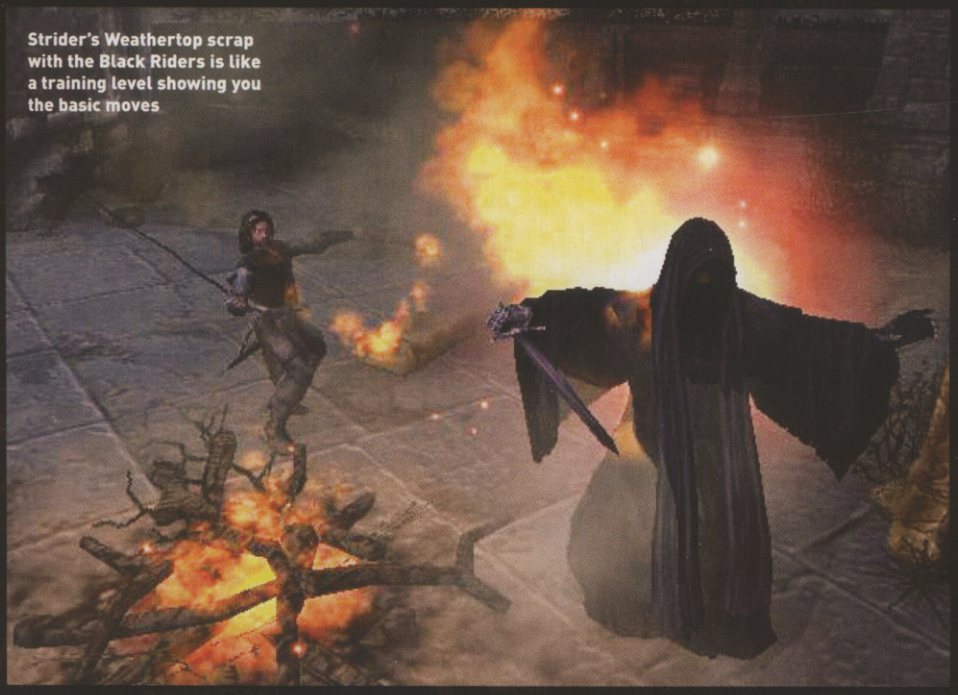
When you level up you can then buy new moves, attacks, abilities, health upgrades and weapons that'll make it easier to tackle later levels. So, for instance, while Aragorn always has a bow for ranged attacks and a sword for melee, you can get better ones, like a Rohan bow when he hits Level Four. This system also explains why pick-ups in the PS2 version have been kept pretty basic – mostly just ammo and health.

MAX 'IM UP EFFORT

We've yet to really get to grips with it and work out just how much depth there is to this system, though we do know some of the attacks are weapon- and location-sensitive, potentially reducing the number of abilities at your disposal at any one time, but we can certainly say getting started won't be hard.

What the system also means is the better you fight, the faster you level up and the more rewards you get, although EA maintains you can still complete the game without learning all the combos or maxing all a character's abilities up. You should be able to do this first time you finish the game, though, for at least one of them without much problem. "The game's designed to allow anyone who's a LOTR fan to play all the way through and see all the cool stuff but if you play it skilfully you'll get more out of it," according to Harris.

So what's the point in having the three characters playable at the start of any mission? For starters, some levels will be easier for one or other of the characters or impossible for one of the three given your particular skill level at that point. You could just stick to one character and replay the game again



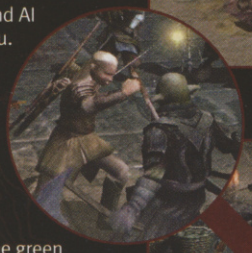
Strider's Weathertop scrap with the Black Riders is like a training level showing you the basic moves

NOT-VERY-SECRET SECRET STUFF

You might normally not bother much with unlockable rewards, but EA really wants you to finish its LOTR game so it's going to town to 'incentivise' you. Get particular characters to certain levels in the game, and you'll find interviews with Peter Jackson and the major cast members talking not about the film but this very game. There's also a secret level and a fourth playable character. We reckon Gandalf, though Frodo and Boromir are also equally possible. Or maybe David Beckham.

The *real* Wild West. Now where's the bloody cavalry when you need them?

Action is punctuated with movie FMV and cutscenes to make you feel like you're playing the movie



Ouch! In the version we played, Legolas was a better melee fighter than archer. Best fix that then

later, but, according to Harris, the real fun is to be had mixing them up and trying different abilities, using better ranged characters for areas with more space and Gimli for close-up orc-hewing.

Oh, and if you were thinking of maxing out one character so he can do all the work while you sit back with another lower-level character, think again. When other Fellowship members appear beside you, they'll have more standard computer-controlled abilities. Arse.

WE HAVE NO SHAME

Of course, we couldn't wrap up without a word about monsters. We're talking orcs. Orcs in all shapes and sizes, with different armour, weapons and AI requiring different styles of attack by you.

And then there are the bosses – we haven't actually fought any yet, but we happen to know you'll be up against the likes of the Black Riders on Weathertop, the Cave Troll in Balin's tomb and a Warg-rider leader called Sharku. You have been warned.

Having no shame, we also know that Sharku is Orcish for 'old man' and that the green warty ones called Saruman Sharkey, so could he be the mega boss scrap? How beardy are we?

For those of you fingering your GBAs in excitement, we'll have loads more gen on handheld LOTR next issue; but what about other versions of the PS2 incarnation? Seems EA's keeping quiet about that for now, but a PC version seems very likely next year and maybe an Xbox one too, providing Microsoft's console sales make it a profitable enterprise.

Finally, there's still room for a spot of straw-clutching among all you PC-huggers dreaming of recreating The Siege Of Gondor in the minutest detail. EA's LOTR license gives it a few years yet to make games based on the movies. While it claims the next planned PS2 game, called (shockingly) The Return Of The King, so far hasn't been fixed in terms of gameplay, we'd bet on a repeat performance if this first PS2 instalment is a success.

More teasingly, though, it's already muttering about a LOTR 'trilogy' game after that – yup, one EA source told CVG that THREE more games are being contemplated. Seeing as how EA and New Line are now such buddies, perhaps they'll just exchange the Massive engine and knock us off a quick RTS. Command & Conquer: The Brotherhood Of Beard, anyone? See, Einstein could manipulate the space-time-reality continuum, accidentally transporting Cain to Mordor... Oh, forget it. CVG

FROM THE HORSE'S MOUTH

Jonathan Harris, EA product manager

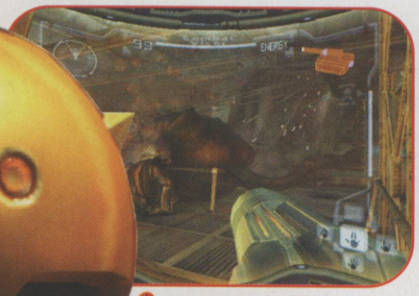
Q: How does it fit in with the events of the first and second films?
A: "We're in line with the films for the most part. They're still shooting [doing pick-ups and editing for] the second movie, so I can't really speak on what the content of the second movie is."

Q: How do you deal with what's happened and the absence of the other Fellowship members?
A: "The flow of the story starts on the walls of Helm's Deep before the battle and Aragorn is reminiscing on how they got to that situation. It's done as flashbacks; you go back to Weathertop, which is kind of like a training mission. You can only play Aragorn and it's designed to give you an idea of what the flow is and how the buttons are used. And then from there you go onto Moria and Amon Hen and then Fangorn is the first Two Towers level. The only one that's really like a training level is Weathertop. The others are full-on; the Gates Of Moria lead in, the Balin's tomb inside of Moria are full-on levels."

Q: Where are other Fellowship characters?
A: "The only characters that we won't have are [all of] the hobbits (the only hobbit that we'll have is Frodo), mostly because they're not critical to the gameplay experience for us. They don't really fight in the movie that much. It's important to have Gandalf and Boromir because they did a significant amount of stuff. In the case of Boromir, as well at Amon Hen he's important to the story arc."

SNEAK-PEEK OF THE LATEST AND HOTTEST GAMES

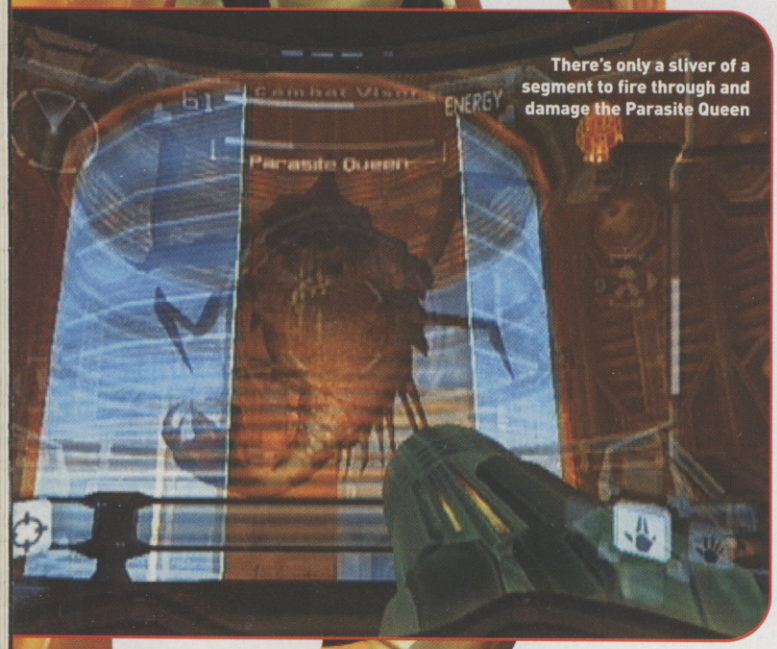
PREVIEWS



Not much partying inside Tallon IV, the space pirate's vessel

Scenes like this have CVG a little concerned about Metroid Prime's odd-ball controls

METROID PRIME



There's only a sliver of a segment to fire through and damage the Parasite Queen

FORMAT: **GAMECUBE** OUT: **NOV** DEVELOPER: **RETRO STUDIOS** PUBLISHER: **NINTENDO**

The smart money is on Mario Sunshine being the game to sell Cube this winter. But for those who prefer something darker, Metroid Prime could be the one to instigate a Nintendo following.

Since its successful unveiling at May's E3 show in LA, Prime has looked on course for huge success. Recently CVG gained access to Samus Aran's dropship for another systems check. Here's our report from the landing site on the Tallon IV space station...

METROID-EY FPS-NESS

Something nags at the back of your brain while playing Metroid Prime: the game is neither a true Metroid update, nor a true first-person shooter. Devotees of one or the other will feel unsettled at first but will then see that this may be a good thing.

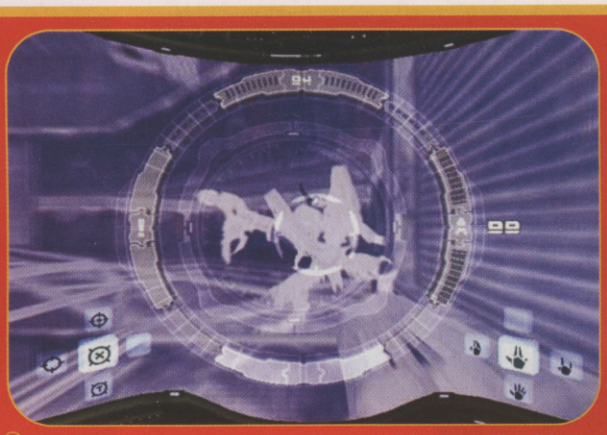
Why isn't it Metroid? Well, that entire series is as much a platform game as it is an adventure. Unlike Mario and Zelda, which have remained close to their respective roots, GC Metroid is a huge departure from the elements that made its forerunners so popular. This could be disappointing.

Equally as curious, the game's FPS environment is oddly prohibitive. It's mainly the lack of a proper strafing manoeuvre, but also because looking

You won't need to wait until the end of the game for a glimpse of Samus' face

METROID GETS CUBED

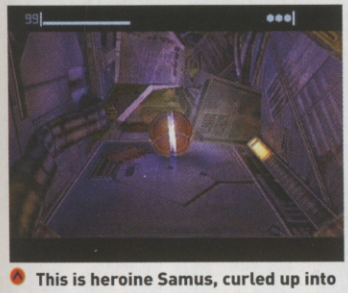
Some of the greatest moments in the demo are of the smoothly subtle variety. For example, floating debris crashes to the ground upon the pressurisation of an airlock; some explosions will collapse the surrounding area into great piles of debris; and hundreds of scurrying parasites engulf Samus as she's making her escape through a confusing labyrinth of tunnels. Tension is high at every turn, to keep you on tenterhooks throughout.



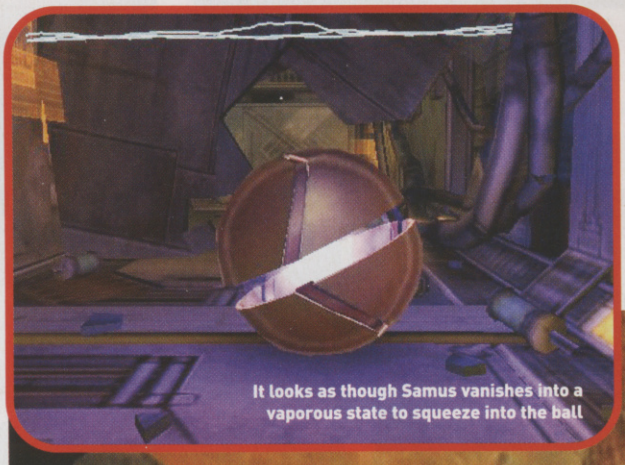
Samus' visor enables you to view scenes with Predator-like vision

Hundreds of little parasite mites pour out of the tunnels, nipping at Samus's heals

For more accurate shots, lock on to the target first so you hit home while moving



This is heroine Samus, curled up into a tiny ball to roll through tight sections



It looks as though Samus vanishes into a vaporous state to squeeze into the ball

Samus is only shown in full for cutscenes that help tell the story

Shoot the blighters! Now!

Shoot at the doors to open them. You can use either standard or ice beam

up and down is only possible while standing still. To strafe, you must first lock on to a target – similar to Zelda. If there are other enemies nearby, it's not possible to move sideways and take them all on at once. The looking up and down thing is likewise peculiar, since this is a basic 'given' in the likes of Perfect Dark and Medal Of Honor.

We're still puzzling over this at CVG because, overall, our experience of Metroid Prime so far has been captivating and enjoyable. There are signs that this hybrid, infused with Nintendo values, will blast away our worries inside the first five minutes.

TELL-TALE DEBUT ROUTINE

The one-level demo of Prime begins with Samus Aran's ship landing on the stricken Tallon IV space station. Your first task is to disable an energy barrier. Four out of six switches are targeted by pressing the L trigger to lock on, then firing using A. Two remaining switches are only seen by looking above – press the R trigger then look around using the left analog. Before this, however, you must activate a nearby control panel by scanning it.

Switch to scan mode using the Dpad, then press and hold L. All switches in the demo require scanning to operate. This opens doors, operates lifts and disables sentry guns. It also gives info on enemy weak points.

Other doors are merely shot open. Once inside the first it's apparent that the space pirates on board have been massacred. Scanning a body, the readout says, "Death caused by severing of the spinal chord." A small creature darts from behind the body and when you shoot, green slime spurts onto your visor! The surviving space pirates attack Samus but are defeated using the lock-on system.

A corridor blocked by debris is your cue to operate the Charge Beam, holding down the A button to power it up. The path is cleared, but only enough for a small object to pass beneath. Press X to transform into a ball, and roll on through. Only one last basic ability to learn, and that's using the missile launcher – sentry guns are best destroyed with a missile.

Finally you reach the boss. Her lair is a cylindrical tower, where a parasite queen is throwing a tantrum in the centre while Samus is legging it around the perimeter. Scanning the queen reveals that her mouth is her weakest point. She's protected by an energy-field with a narrow gap in one section – the only way through for your shots. Occasionally the queen belches a stream of luminescent green energy. While avoiding this and searching for the gap in the barrier, you seek to blast Her Ugliness into oblivion. Pow!

READER COMMENT

"I really wasn't expecting much from Metroid, but when I saw it, it astounded me. The graphics are fluid and detailed. And the game itself plays incredibly, down to even the smallest things such as rolling around in a ball, then standing up to fry some alien scum, with the great lock-on feature. You can use the grappling hook, charge your gun and battle hideous alien parasites – not to mention their queen. A bright star in Ninty's line-up."

ED ZITRON

CVG RECKONS

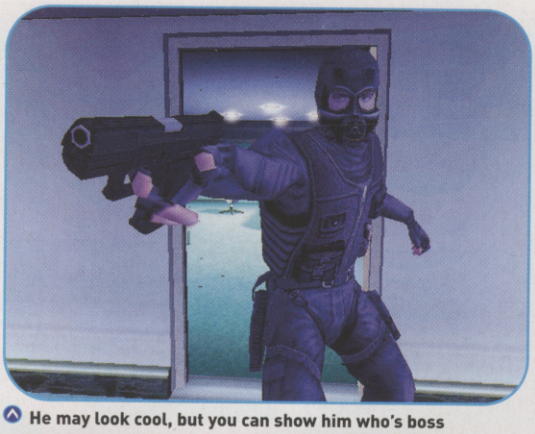
Forget your personal vision of a Metroid sequel and how an FPS should play, and Metroid Prime could introduce a gripping new experience. Paul

JAMES BOND 007 IN: NIGHTFIRE

FORMAT: **PS2/GC/XBOX/PC** OUT: **DEC** DEVELOPER: **EUROCOM/GEARBOX** PUBLISHER: **EA**

Who's the cat that won't cop out, when there's danger all about? SHAFT! Well, Bond actually. James Bond.

The secret agent has a lot in common with the '70s blaxploitation badass, though. Both are whizzes with the ladies and have the respect of their mates. Neither would think twice about shooting a bad guy in the nuts. But only our Brylcreamed hero is starring in a game that is looking like the best thing since sliced bread. Or GoldenEye, for that matter.



He may look cool, but you can show him who's boss

Just one of the lush environments that will be lit up with your gunfire. Try not to smash up those pot plants, though. Someone's obviously gone to a lot of trouble with them

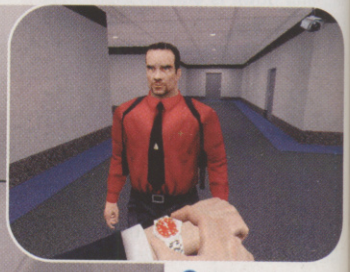
HOMAGE-ENOUS

Rather than restrict itself to the plot of one film, NightFire will draw on the entire 40-year history of both the movies and games. As such, the new game's levels read like a highlights package of all the best-known Bond films. Nice! You float through the claustrophobic confines of a space station (Moonraker), experience the Midas mayhem of Fort Knox (Goldfinger), and traverse the snowy slopes of the Austrian Alps (er, all of them?).

Also returning will be some of the most famous characters from Bond's long and distinguished history. Expect to see chubby 'handyman' Odd Job and metal muncher Jaws, along with characters from 007's last outing, Agent Under Fire, of course.

The game promises some spectacularly awesome effects, just as you'd hope from Bond. We bet these guys won't be quite so impressed, though

The Michelin man is on a mission



Something tells us Bond's not about to tell this guy the time. He may be missing the last train home tonight

TAKING THE PIERCE

In a first for the franchise, EA has managed to get the permission of Mr Brosnan himself to use his handsome, chiselled likeness in the game. So instead of playing as the usual Bond, who's more anonymous than George Lazenby, you get the chance to play as the real deal. It remains to be seen whether this will help make the

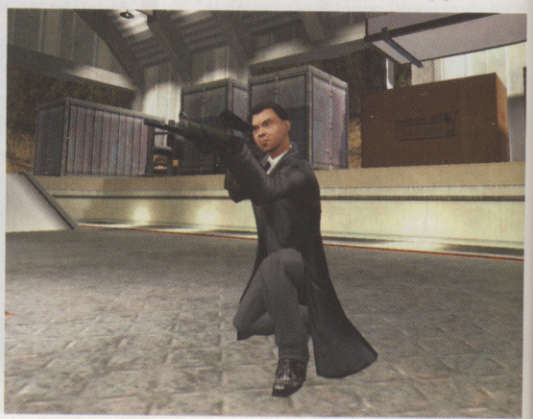
WHO'S THE MAN?

Using Pierce Brosnan's likeness has given the developers ample opportunities for stud-like posing.

Evidently women like a man with big hands

They've even drawn in his fine lines. Pierce will love that

Nice sultry gaze but what's with the monkey arms?

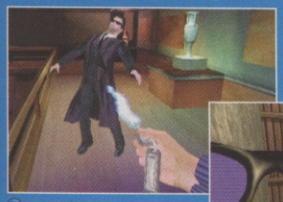


Warehouses are always a great laugh in first-person shooters. And the environment in this one is looking great

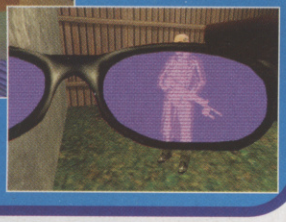
TOO MANY GADGETS!

Since our July issue, we've received yet more pics of 007's cool gear. The many gadgets will play an important part in most of the game's levels. Plus they look gorgeous!

Night vision is as cool as ever in NightFire



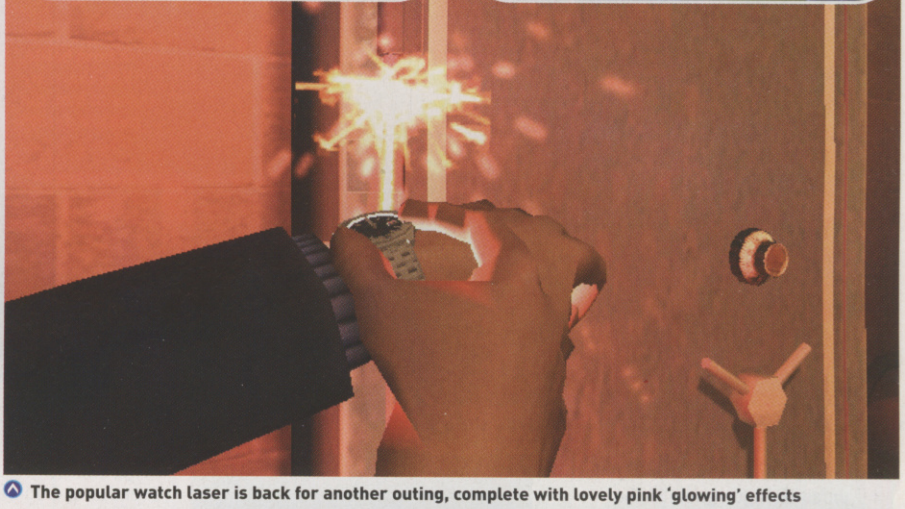
Laser car keys to scupper those damn pesky joyriders



X-ray specs enable you to compare guns with your foe. And see their bits

Bond partakes in some clay pigeon shooting at Battersea Power Station. What a sportsman

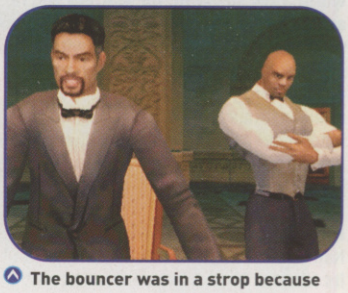
Let loose with one of the game's crazy automatic weapons and see your enemy mimic a ragdoll



The popular watch laser is back for another outing, complete with lovely pink 'glowing' effects

No, Buckingham Palace is not a playable level. It's a hotel lobby, and the attention to detail is astounding. As are those legs. But the place won't look so plush soon

Little beats the satisfaction of taking out an enemy with your sniper scope



The bouncer was in a strop because his partner was ignoring him

gaming universe more real, or if we'll be pining for the chance to immerse ourselves in the 'unknown' Bond character. And it probably won't make you any more successful with the laydeez either. Shame.

PC-owning console gamers will have to decide on which format to buy the game. Not a simple task, actually. The PC version will have exclusive features to lure gamers away from the TV to the gaming behemoth that sits on their desk. Not only will it feature different level layouts, but it'll also have some completely new levels that you won't be able to play on any other format.

The multiplayer features will be cranked up on the PC version, too. It will be the only one that enables you to play online, with up to 32 players competing simultaneously in an all-out frag-fest. So you can use gadgets, guns and bombs until your opponents' customisable skins are ripped to shreds.

The big question is: what are the levels going to be like? The thing we love about the 007 shooters is the well-balanced mixture of stealth missions and gun battles. Well, the answer is that, on many of the levels, it's up to you.

If you want to be the silent assassin, you can. But if you go out all-guns-blazing, it'll affect the route you can take later in the level. Whichever path you choose will offer different challenges and new experiences, such as the new third-person perspective sequences.

Sounding promising? After the relative disappointments of the recent Bond games, we're hoping this new outing will be the great ensemble we've all been waiting for.

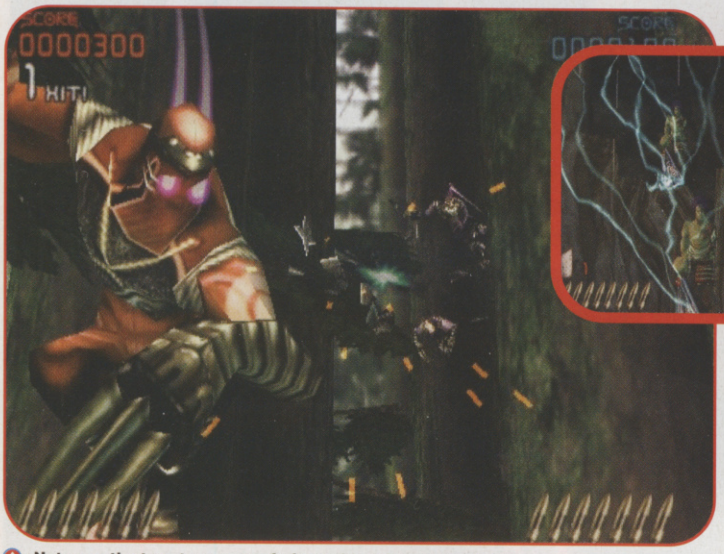
A touch of landscape gardening, perhaps. Or maybe just shoot the crap out of the bonsai

CVG RECKONS

Could our mouths be watering with hot anticipation any more? We don't think so. Bond is looking better than ever and November can't come soon enough. **Jimmy**

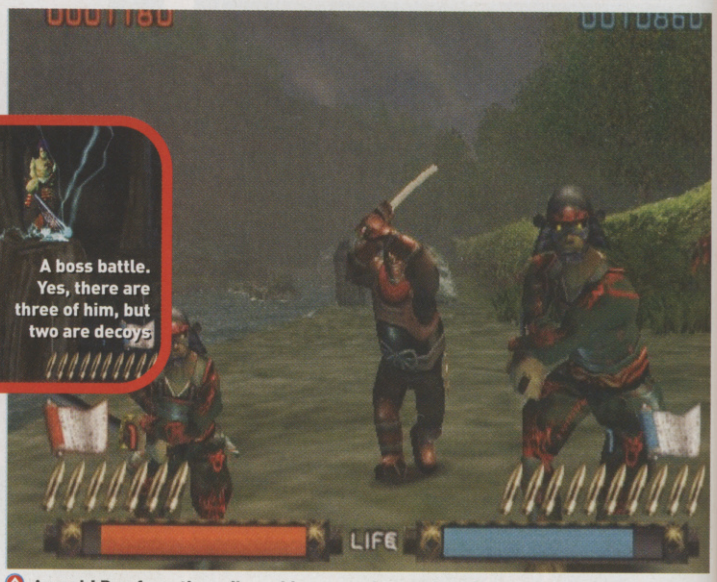
NINJA ASSAULT

FORMAT: **PS2** OUT: **OCTOBER** DEVELOPER: **NAMCO** PUBLISHER: **SONY**



A boss battle. Yes, there are three of him, but two are decoys.

Not even the tree tops are safe from these fearsome ninja



Arrggh! Run from the evil zombie samurai or you're toast

Ninja Assault seems like the most unfair lightgun game in the world. How so? Well, for starters you're armed with a handgun and the best your adversaries have to fight with are swords, bows and arrows and handfuls of shuriken. They do outnumber you by about a thousand to one, though. That kind of evens up the fight a bit, even if having handguns in feudal Japan is historically inaccurate.

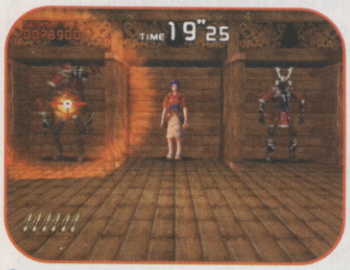
Parachuting evil henchmen. Whatever will they think of next?

NEVER TELL ME THE ODDS

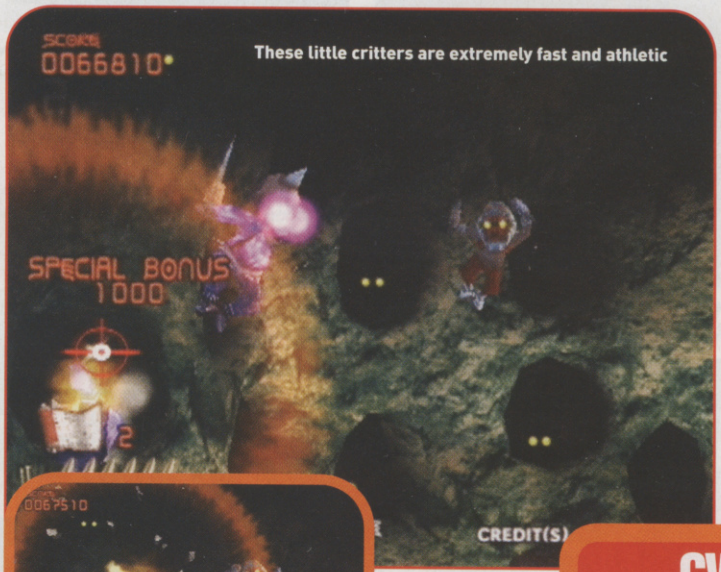
Namco's latest shooter is a far cry from its famous Time Crisis series. That game was an against-the-clock shooter. Ninja Assault, on the other hand, with its bizarre selection of enemies and some gargantuan bosses, bears a closer resemblance to Sega's House Of The Dead.

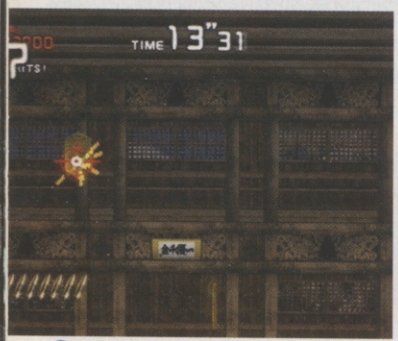
Unlike most shooters it's also quite long: the original arcade mode has nine levels and takes roughly 40 minutes to play to the conclusion. If you've played many gun games in your time, you'll know that after 10 minutes of continuous shooting your arm feels like lead, but 40 minutes? This is serious stuff!

Maia has some really nifty and elegant moves to slay nasty fiends with

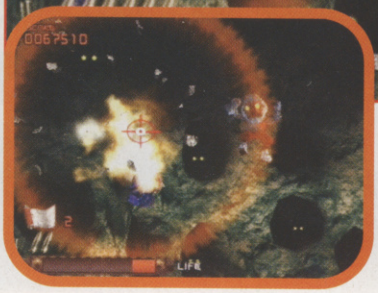


One of the bonus mini-games. Shoot the evil henchmen but not the girl





Another bonus game. Shoot the golden coins to keep them in the air



Woooomph! Whooooooosh! Whaaaaaaaam! Take that and party, foul beings!

MORE, MORE, MORE

Straying from the more recent gun game conventions, Ninja Assault doesn't have multiple paths through levels. It also has a life bar to convey your health instead of icons.

Traditionally if an enemy hits you, they'll take one life icon away from you. Here different enemies and their weapons have varying attacking strengths; a shuriken might only cause minor damage, a close quarter sword strike will do more.

Namco is also packing in many exclusive home modes, so this could be an investment well worth the while. There are extra mini-games, secret bonus modes, an entirely new character to play as, new cutscenes and multiple endings.

So, it's looking like it might be time to get up in the loft to take those G-Con2s out of storage again.

CVG RECKONS

A fast and furious arcade shooter that looks set to give our collective trigger fingers a good workout. The new home modes are looking pretty tasty too. Alex H

ACE GOLF

FORMAT: **GAMECUBE** OUT: **OCTOBER** DEVELOPER: **TELENET JAPAN** PUBLISHER: **EIDOS**

Army chick, Lisa, twats her sandy ball out of the bunker

Rain amulets, relax shoes, and fire balls – the sort of kit that you'd expect in an elf-ridden role-player, not in a golf game. But Ace Golf is no ordinary golfing experience.

A HOLE LOT OF FUN

Unlock, equip and level up awesome golf gear. Every object you attain within the various play modes helps carve your chosen golfer into a mean ball-whacking machine. Special clubs, shoes, balls and amulets are all up for grabs. You can earn amulets that bring on the rain, keep you out of bunkers, and conjure up all sorts of freaky abilities. There are 26 sets of clubs, each more powerful and accurate depending on how much you use it.

The in-game action is shaping up to be a riot, with six gorgeous-looking 18-hole courses to swing through. Each looks and plays differently, depending on the weather conditions. The control system feels very natural, seeing you use the C-stick to swing your club, à la Tiger Woods. This is shaping up to be an awesome stopgap till Mario Golf next year.

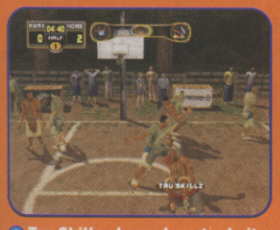
The character animation looks fantastic

There are 14 cool characters to unlock

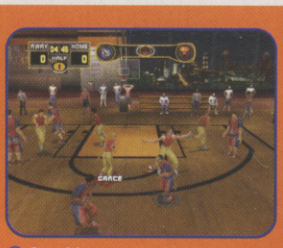
Sonny's a big strong biker dude – with a gentle touch

CVG RECKONS

Promising to be bags of fun. Being able to unlock and power-up tons of mad golfing equipment should give it a serious level of depth, too. Mike


Tru Skillz shows how to do it

Buy your ballers all the gear


Gamble on your next game

STREET HOOPS

FORMAT: **XBOX** OUT: **SEPTEMBER 27** DEVELOPER: **BLACK OPS ENTERTAINMENT** PUBLISHER: **ACTIVISION**

On the break, steal the ball and catch the other team off guard with a fierce counter-attack

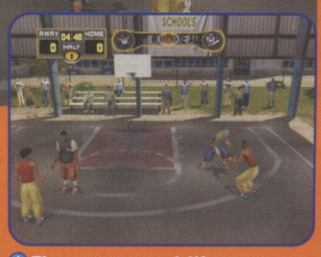
Flash moves are all well and good. But what use are mad skills if you don't look the part? Tattoos, chunky chains, even chunkier sneakers and fat pants are what you need to be a real player. Street basketball is about looking fly, playing hard and being victorious, three elements that form the backbone of Street Hoops' gameplay.

DOUGH FOR DUNKS

You can rack up thick wads of cash by winning matches and performing flamboyant special moves. But to rake in the big bucks you've got to be a gambling man. See, you can bet on your next game, and the more you bet the more you'll rake in.

The on-court action is always thick with activity. Every player has his own set of slippery dribbling special moves with which to outfox opponents. And along with regular five-on-five games, you can choose one-on-one fun, or anything in between. Plus you can test your skills in World Tournament, Pick Up Game and King Of The Court modes.

Hardcore fans of the sport will like the famous real-life street courts. However, the game's simple 'pick up and play' arcade action should make it just as appealing to novice ballers.


There are ten real-life street courts, each replicated in detail

You need skills to back up your bet

Play it cocky and you could win big

CVG RECKONS

Simple arcade action, gambling fun and customising clobber. Can it rival the likes of NBA Street? We'll tell you next month. Mike

BLOODBATH!

Summoning monsters is awesome. Once Maia has bonded with a new creature you can call it up with the simple hit of a button. You then control the vicious beast in battle until its health timer reaches zero. Get in as much damage as you can!

Maia touches the glowing forcefield and becomes one with the Blood monster

Summon him in battle and Maia transforms in a shower of light

Rah! Here's the Blood Summon – now get whupping the bad guys' butts

SUMMONER 2

FORMAT: **PS2** OUT: **OCTOBER** DEVELOPER: **VOLITION** PUBLISHER: **THQ**

You're walking home late at night when you're accosted by a gang of local tuff kidz. They surround you, brandishing sawn-off cider bottles and uttering the foulest language you've heard since Grandma got drunk on sherry and ruined Christmas dinner.

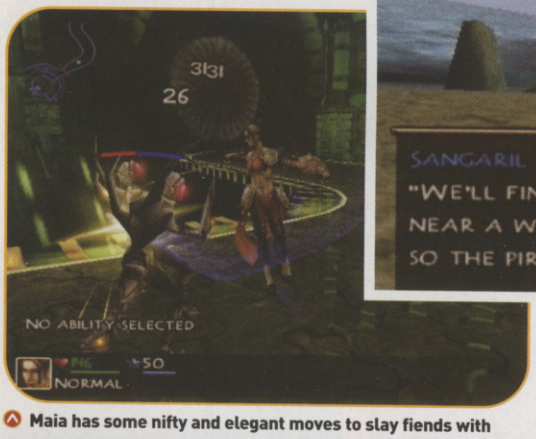
Faced with such a gang of slavering teenagers there really is only one viable option: use all of your summoning powers to transform into a hideous monster and go on a rampage until their entrails are smeared across the pavement. Roar!

Graphics are lovely throughout and have a style all of their own

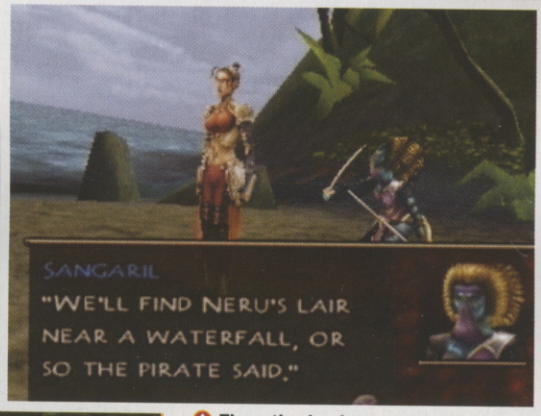
The environments feature some fantastic variety

LIKE A PHOENIX

At least, that's what the heroine of Summoner 2 might do. She's called Maia, she's a princess and she's about to embark on a quest that will see her ridding the world of evil, summoning and bonding with amazing monsters.



Maia has some nifty and elegant moves to slay fiends with

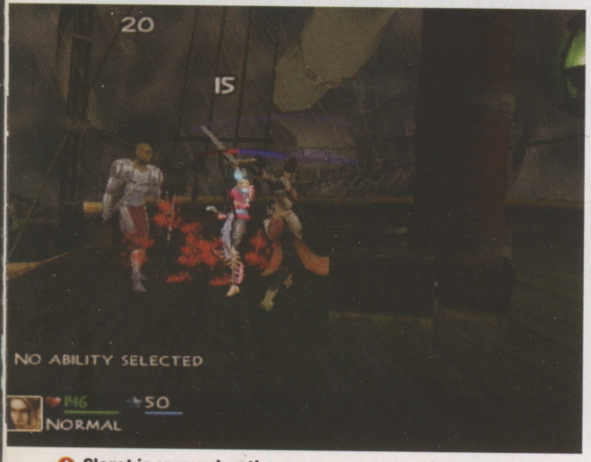


The action is a lot more plot-driven than the first Summoner game

Help the monsters evaporate into the ether by slicing them up

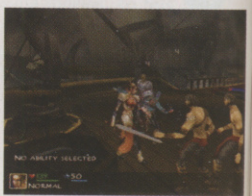
All of the criticisms of the first game have been addressed. So instead of tedious automatic combat you now have full control of Maia. You can even switch between the heroes you recruit and control them if you want. The graphics are gorgeous and feature none of the crazy pop-up of the first game.

What's most promising, though, is that the story is far more immersive and the characters more engaging than before. Even at this early stage we can see Summoner 2 has more in common with Final Fantasy X than its predecessor and the entire experience shimmers with a sheen of class the first game sorely lacked. Expect to read a lot more about Summoner 2 in coming issues – it's gonna be huge.



Claret is sprayed as the game opens on a pirate ship

You can control characters by switching between them

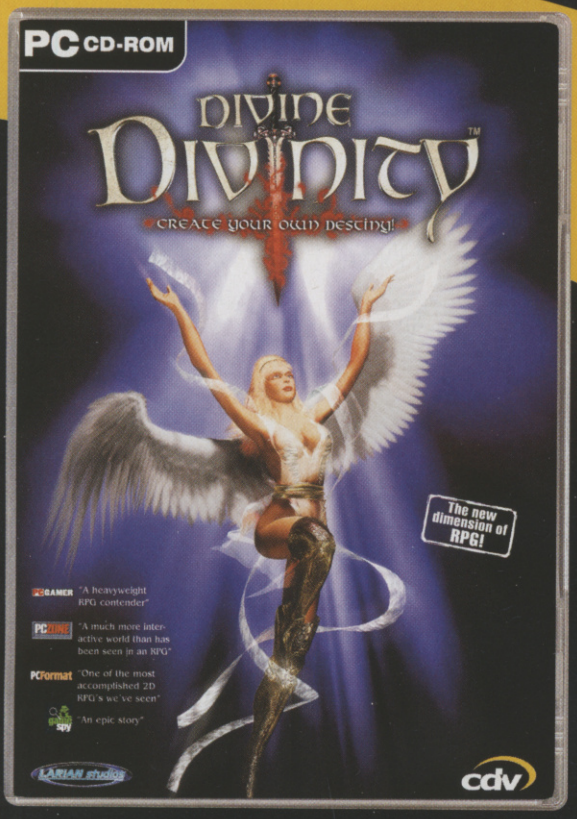


The numbers show damage in the role-playing tradition

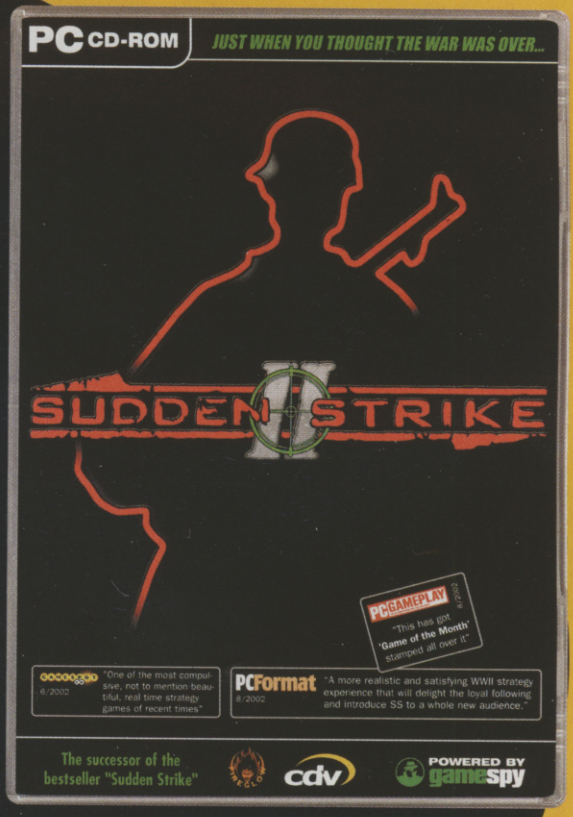
CVG RECKONS

Role-player fans should be getting *very* excited about this epic adventure. **Lee**

It's where the action is.



Released: September 13th 2002
SRP £34.99



Released: August 30th 2002
SRP £34.99

WHSmith

Subject to availability from selected WHSmith high street stores

www.WHSmith.co.uk

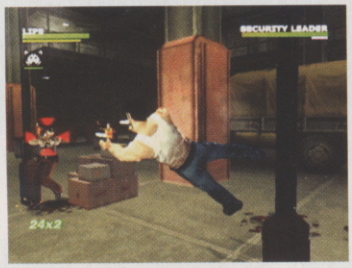
PRICES CORRECT AT TIME OF GOING TO PRESS. EXTRA POSTAGE AND PACKAGING COSTS FOR ONLINE PURCHASES. ALL ERRORS AND OMISSIONS EXCEPTED. DIVINE DIVINITY, SUDDEN STRIKE 2 - © 2002 CDV SOFTWARE ENTERTAINMENT. ALL RIGHTS RESERVED.

DEAD TO RIGHTS

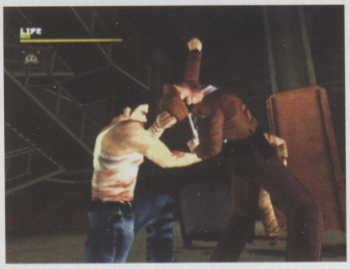
FORMAT: **PS2/XBOX** OUT: **OCT/NOV** DEVELOPER: **NAMCO** PUBLISHER: **TBC**

Jack Slate's been having a rotten day. We're talking the 'father killed, sister lost her job as a topless dancer, and everyone's out to kill him' kind of corker. Bummer. Fortunate thing the hardboiled private eye is packing an arms dealer's wet dream's worth of high-calibre hardware then.

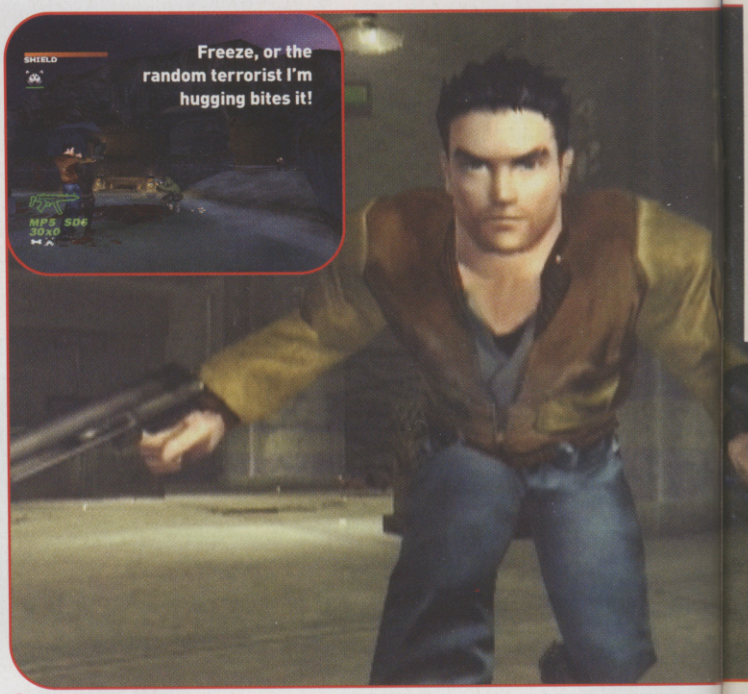
Namco has expounded at length upon the virtues of its Max Payne killer. Long and loud they spoke of human shields, slo-mo bullet time-type encounters and knuckle-whitening confrontations with foes. It's odd, then, that it neglected to mention so much of the good stuff. Lucky for you, CVG test drove the PS2 version to see just what lies in store, from mondo mini-games to thrilling chase sequences.



Auto-targeting makes mowing down foes a relatively simple affair



Say "Uncle". Now bark like a dog. Then tell everyone you eat faeces



Freeze, or the random terrorist I'm hugging bites it!

Oh, you don't know? Slate strikes his best gangster pose

SHOTGUN MESSIAH

You're a tough Grant City cop, framed for murder. What would you do if you wanted to clear your name? Eliminate the scum who soiled it in the first place, that's what. Without spoiling the story, you shouldn't be surprised that in Dead To Rights this means bumping heads with a rogue's gallery lifted straight from the pages of a pulp fiction novel. Following a plotline that boasts more twists and turns than a country road, you'll seamlessly shift from Chinatown to the docks, covert industrial complexes and even prison.

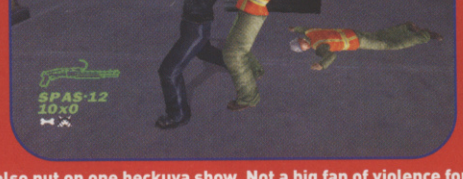
Levels are vast, composed of haphazard ambushes taking place in a selection of suitably seedy locales. Between hotels ablaze with fire and smelly meat storage lockers, you'll battle groups of heavily armed foes. Each scenario is a difficult, wholly enjoyable combat sequence, demanding you seek cover, rush special police task units strapped in riot gear, or assume guerrilla tactics.

And all that's before you get to the end-level boss battles, each as distinctly complex as the action sequences leading up to it.

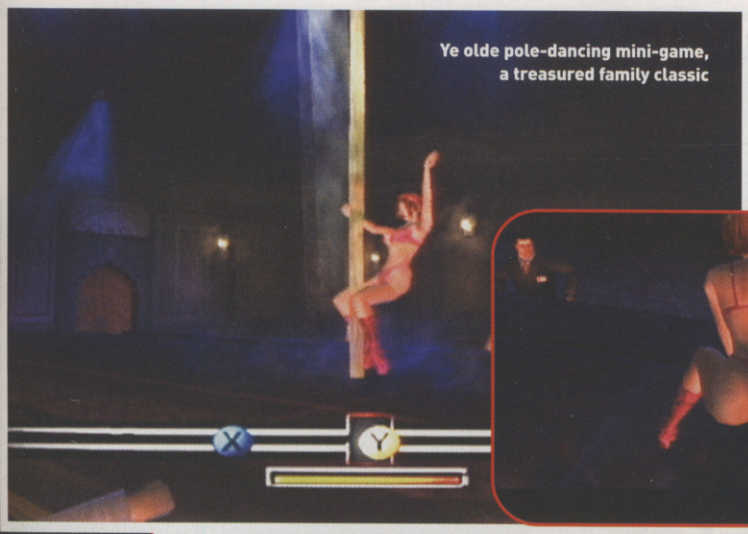
Chinatown: egg-fried rice and thugs

Gambling? Yep, with their lives

Guns don't kill people – pissed off, renegade cops, however, just might



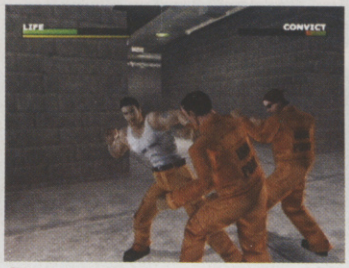
Disarm moves don't just instantly kill opponents, they also put on one heckuva show. Not a big fan of violence for its own sake? Then do it for the free weapon you get



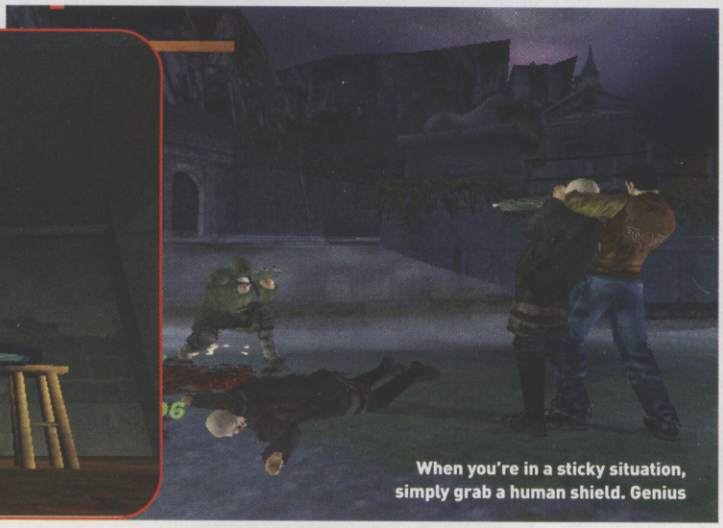
Ye olde pole-dancing mini-game, a treasured family classic

Okay, she may have drunk five pints of water in one go, but she really could have waited

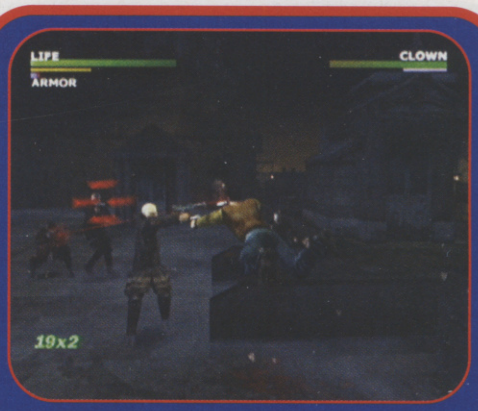
Watch and learn as ballroom dancing enters the modern era at last

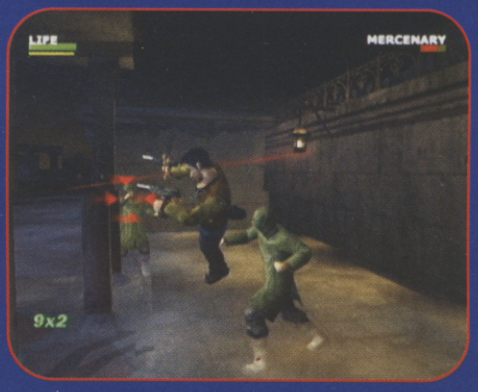


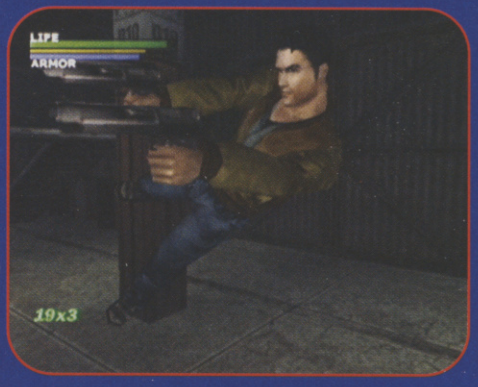
That's right, chump – who's making "don't drop the soap" jokes now?



When you're in a sticky situation, simply grab a human shield. Genius







Although the phrase 'bullet time' is never actually used, that's in fact exactly what you're seeing when Slate goes into slow-mo dives. Amazingly, despite its regularity, this feature never gets old. Might have something to do with the fact that some scenes are impossible without it...

Death and destruction are the game's forte. Employing M4 assault rifles, rocket launchers, or twin-fisted submachine guns, an enterprising thug can bring walls, clown-masked goons, hooker assassins and helicopters crashing down.

Hell, even when unarmed, you can still bring down John Woo-style thrashing thugs who attack en masse – with rock 'em, sock 'em punch-kick combos and throws. Thankfully, the balance of the play seems finely tuned even before launch, despite the fact you never know what skills will be demanded from one scene to the next.

DOG DAY AFTERNOON

You're gonna love the action then, but there's more if you want it. Funky subgames are a dime a dozen. There are the lock-picking sequences where you must carefully align moving tumblers, and bomb-sniffing out-of-body experiences as Shadow, Slate's canine companion. But where the title truly shines is during helicopter-based, Virtua Fighter-esque target shoots against enemy foot soldiers or escaping limousines. Sounds easy? Have fun guiding a cursor through the deathtrap of the incendiary device's circuit board.

Grant City at night... ain't it pretty?

See, variety is the game's calling card. Whereas Max Payne simply relied on dream sequences to break the monotony, Dead To Rights goes balls out. Production values are at a premium, with body counts and pyrotechnic tallies reaching Schwarzenegger levels. Hollywood devotees will even find a love interest or two involved, not that the ladies could ever overshadow villains that would do The Usual Suspects proud.

So far at least, Dead To Rights is a monster production that's come together with great panache. Assuming no major setbacks before the game comes out in the UK in the autumn, you're in for a real treat. Granted, it's the kind that makes censors wet themselves, but hey... you can't make an omelette without breaking a few bad eggs.

CVG RECKONS

Strap on your Kevlar and grab that Magnum – it's gonna hit the fan when Namco makes a play for the film noir crown. Jason

LEGEND OF ZELDA

FORMAT: **GC** OUT: **FEBRUARY 2003** DEVELOPER: **NINTENDO** PUBLISHER: **NINTENDO**

The love child of a cockroach and the Human Torch, maybe?

Okay, we'll admit it. We were among the thousands of dedicated Zelda fans who were in uproar when we saw the first screens of Link's new GameCube adventure. But we are delighted to eat our words, because Cel-da is looking more beautiful each time we lay our eyes on it.

The graphics run without a glitch, unlike those in many other cel-shaded games. The enemies are simply oozing with chilling menace and the cartoon look is so convincing and consistent you expect Wile E. Coyote to zoom past with a rocket up his butt.

Will Link be able to stick that trunk in his mouth?

Iron Balls! What hope does Link have against 'nads like that?

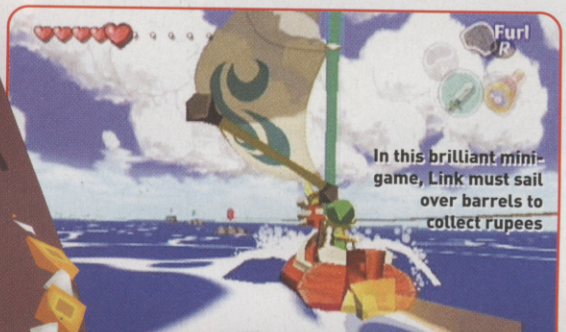
ONWARDS AND UPWARDS

One of the best elements of the series has been its continual evolution. Ever since 1987's original Legend Of Zelda on the NES, Nintendo has constantly reviewed the series, keeping what worked, scrapping the rest and experimenting with new components, so that the games remained fresh, yet familiar. Happily, the trend is continued in the Cube adventure.

Link has a handful of new moves that tweak the gameplay enough to give players something novel to think about. And the gap in animation after Link rolls, although little more than an annoyance, has now been addressed, demonstrating the attention to detail apparent throughout the demo.

But the thing we love most is the new grappling move, which enables Link to swing across wide gaps, Tarzan-style. *And* he can stop mid-swing to change direction and height. No doubt this will be integral to certain tasks in the final game.

GC Zelda pushes the envelope, recognising that improvement is always possible. And it looks like this could be the series' best yet.



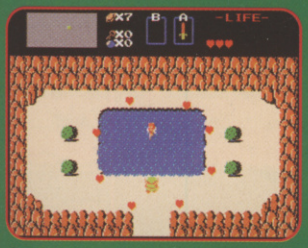
In this brilliant mini-game, Link must sail over barrels to collect rupees

The lighting and shadows in the game are faultless. Beautiful!

Walk too far either side and you'll be in danger of tipping off the edge

THE EVOLUTION OF LINK

As Link celebrates his 15th birthday, we look over the classics he's starred in down the years. How time flies!



THE LEGEND OF ZELDA (NES, 1987)
Non-linear action game; the first to feature a battery-based save system

ADVENTURES OF LINK (NES, 1988)
Included a change in perspective and more role-player elements

LINK TO THE PAST (SNES, 1992) Featuring the battle through two parallel worlds to defeat Ganon, this was Link's most epic adventure yet

LINK'S AWAKENING (GB/GBC, 1993)
Link's first quest on handheld measured up well to the SNES effort

OCARINA OF TIME (N64, 1998)
3D love, death and horses in Hyrule. The most engrossing quest yet

MAJORA'S MASK (N64, 2001)
Dark-themed; included innovations such as the notebook system

ZELDA CUBE (GC, 2003)
What treats does Miyamoto-san have in store for the new generation?

CVG RECKONS

Oh lordy! How can we possibly wait until next February for this beauty to hit our GameCubes?! **Jimmy**

Give them trees or they won't worship your yellow belly

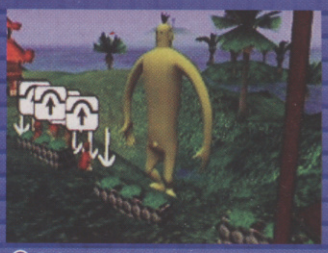
Terrorise fishies all in the name of keeping the island peace

DOSHIN THE GIANT

FORMAT: **GAMECUBE** OUT: **SEPTEMBER 20**
DEVELOPER: **NINTENDO** PUBLISHER: **NINTENDO**

Mario, Link and Fox are losers. The real hero of this year's Nintendo Christmas line-up is Doshin. He's yellow, he's a giant and he's got a really funny sticky-outy belly button.

One of the maddest games to be devloped since Nintendo's own Pikmin, Doshin The Giant is a god game in which you have to help Doshin keep the natives of a lush island happy. Give them what they want, like more food or hilly landscapes, and they will worship you. Do really well and they'll erect shiny statues in your honour. The point of it all is to collect all the different monuments that cover the whole island.



Raise the land so the natives can slide down hills on tea trays. Maybe

Ah! Spread the love. Just mind you wipe it up afterwards

GO MENTAL

Most of the action is pretty peaceful, but if you need to get a bit heavy-handed with the locals or if fending off a natural disaster is required, you can call up Doshin's alter-ego, Jashin. In true Jekyll and Hyde style, he's a big red devil with wings and an ungainly appetite for mass destruction.

Here's Jashin in all his scary red-bellied might. Eeek!

The whole game sounds like someone's April Fools joke. But it's not – Doshin is real, and likely to provide mental, niche, Nintendo magic when released.

CVG RECKONS

This unmistakably Nintendo take on the god-sim genre should prove itself as one of the year's most 'alternative' games. Truly mad stuff. **Lee**

BURNOUT 2: POINT OF IMPACT

FORMAT: **PS2** OUT: **OCTOBER 18** DEVELOPER: **CRITERION** PUBLISHER: **ACCLAIM**

A neck brace peripheral should be bundled in with Burnout 2 when it goes on sale this October. Travelling at nosebleed speeds though oncoming rush-hour traffic is sure to make your head snap back in amazement. It's even beefier, faster and more intense than its chassis-smashing predecessor, with some of the most gorgeously polished visuals since GT3; prepare to experience major whiplash.

FETCH A STRETCHER!

Part two is focused on delivering an even nuttier ride than the first one. Slight tweaks have been made to further intensify the gameplay. Now it takes far less time to fill the boost bar, meaning that you get to spend much more time tearing around at spleen-rupturing speeds. Hit another vehicle or stationary object when blistering along at such suicidal

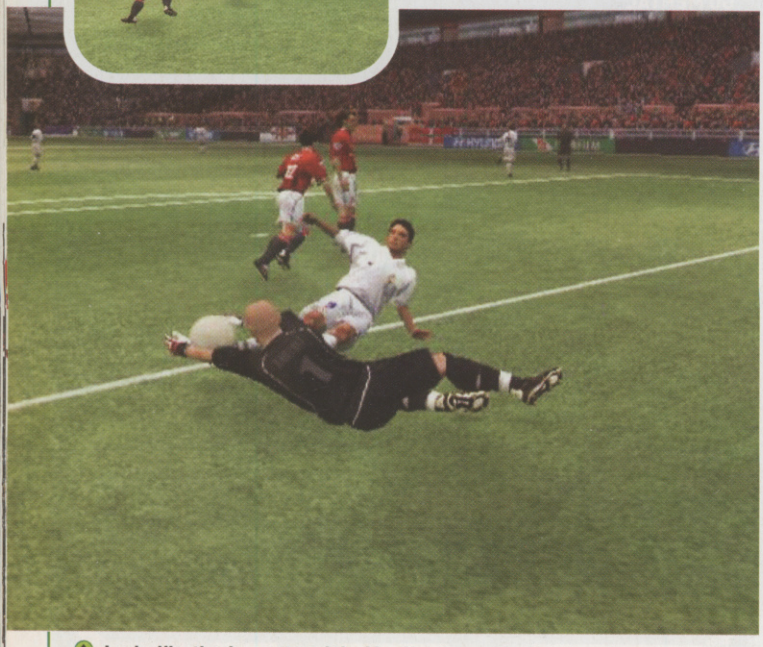
Slip on the aviators and partake in some cat-and-mouse in Pursuit mode

Slam your foot on the gas and recklessly steam past the opposition

FIFA 2003

FORMAT: **PS2/PSONE/PC/XBOX/GC/GBA** OUT: **NOVEMBER** DEVELOPER: **ELECTRONIC ARTS SPORTS** PUBLISHER: **ELECTRONIC ARTS**

The away supporters are separated in the stands by stewards



Looks like they've captured the Man U defence – look at them ignoring Barthez

Ooh, you can tell Christmas is just around the corner because EA has lifted the lid on its perennial performer, the latest incarnation in the long-running FIFA series. To borrow an old joke, it's imaginatively called FIFA 2003. Being a World Cup year, it's only been two minutes since the last FIFA game, the even more imaginatively titled 2002 FIFA World Cup. Clearly, you just can't get enough FIFA in your life.

SPOT THE DIFFERENCE

The guys at EA are promising a host of improvements for the 2003 edition – but they say that every year, don't they? Everyone's innocent until proven guilty, though, so let's quickly run through the forthcoming changes.

First off, there's a new game engine, which has entirely new ball control and physics. Most importantly, the ball no longer sticks to the players' feet: sprint with it and it becomes harder to control, depending on the skill level of each individual player.

Ryan Giggs turns on a sixpence, but what's up with the size of that ball?

The computer AI has been given an overhaul too – if you're a goal down with minutes left on the clock, expect to see your team push men forward as they try to grab the equaliser.

SPOT THE BALL

Following on from the star players seen in 2002 FIFA World Cup, there will be more emphasis placed on realistically representing 18 of Europe's most famous clubs. Each of the chosen teams will boast their own stadium, player stats and

From redneck pick-ups to '50s hotrods

velocities and your car will flip and roll spectacularly, becoming a steaming wreck of mangled metal.

The tracks now have sections with sharp bumps, enabling you to jump. Nailing big air will reward you with juice in your boost bar and extra points. With 32 huge new tracks set within six

After a series of potentially catastrophic near-misses your boost bar fills up. Ready yourself to hit warp speed

Drive over large bumps FAST!

stunning US locations, you'll be spoilt for venues too. This ups the ante in terms of more courses, and there are loads of great new cars, play modes – and slicker visuals.

There's now a driving school tutorial called Offensive Driving 101, a Custom Series Mode, enabling you to race modified vehicles, and a Pursuit mode, where you partake in furious police chases. All this promises to make Burnout 2 one of the most exciting arcade racers on PS2.

READER COMMENT

"Crazy, madcap, insane, fun.... a few of the words that spring to mind when playing this game. You have to duck, zoom and dive through incoming traffic and tight, spiralling lanes. The visuals and gameplay are excellent; it's very different from other reality-based racing games, but very playable."

ANDRE MCLEOD

CVG RECKONS

Burnout 2 is a veritable time bomb of fun just waiting to explode. So buckle your seatbelt and prepare for impact, because this sequel is all revved up and ready to blow. FEEL our eager anticipation! Mike

WHAT A DIFFERENCE A YEAR MAKES

Each year we claim that EA releases the same game just with some minor alterations. By glancing back at FIFA 2002 and 2002 FIFA World Cup, however, we can see that, graphically, the FIFA series is growing up.

Look at the size of these guys. Who are they meant to be, Right Said Fred or what?

They look more real but Heskey's not falling over and Scholes is simply strolling about – oh, that's right

Recognise anybody here? The stadiums were also the best we've seen yet in the series

Old Trafford looks pretty detailed in this shot. Can't wait to hear the crowd munching on prawn sandwiches

club-specific chants. You'll be able to compete in the Club Championship Mode, essentially the Champions League going by a non-licensed name. If you don't follow one of the big teams, don't worry: there are 16 leagues, 450 teams and over 10,000 real players involved in the rest of the game's action.

EA certainly seems to be heading in the right direction with the franchise, but will it be enough to kick the mighty Pro Evolution Soccer from our PlayStation 2s? We'll find out soon enough.

Oh, not again. Er... how about including some non-Man U shots next time, EA? Please?

CVG RECKONS

Some long-overdue improvements have been made by EA, which could potentially result in the best FIFA game in ages. Mind you, we do say that every year, don't we? Alex H

Make sure you stay off the dirt if you want to keep your tyres in tip-top shape and avoid careering all over the shop

The scenery as you race varies nicely; here you enter the concrete jungle leg

There are loads of rolling starts in the game to spice up the action. Just don't put your foot down *too* hard

It looks plain but at least it moves fairly fast. Hardly an old banger...

TOTAL IMMERSION RACING

FORMAT: **PS2/XBOX/PC** OUT: **OCT** DEVELOPER: **RAZORWORKS** PUBLISHER: **EMPIRE INTERACTIVE**

We're not racing drivers but we do know a few fundamentals about cars. Stuff like when you hit obstacles your vehicle gets broken, or when you turn the steering wheel hard you generally turn quite quickly.

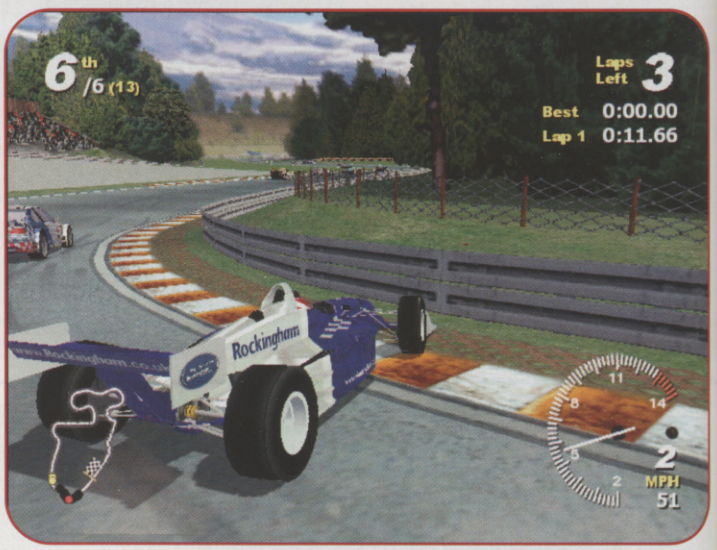
Total Immersion Racing, bizarrely, shrugs off these basics of driving. We can understand the lack of car damage, but corners are currently tougher than an old strip of beef jerky. Blarg.

Your team captain will yell in your ear when you approach a rival

GOT A REP TO PROTECT

There is still time for the handling physics to be tweaked and made more user-friendly. Once that's sorted, the game should be a decent experience, with an emphasis on serious driving and dedication to the tarmac. There are all the modes you expect, like quick race, time trial and challenge modes, but Career mode is a bit more interesting than usual.

Once you sign to a particular team you'll start earning them big points for winning. You'll also tick off your competitors from rival teams and earn a reputation as a badass driver. The clever thing is that rivals remember how much they dislike you. When they race against you, they'll behave aggressively. This feature is probably just sufficiently interesting to make Total Immersion stand out from the current crowd of driving and racing games. Phew!



Oops – spinning out makes you look stupid – and loses you the race to boot. So try not to

READER COMMENT

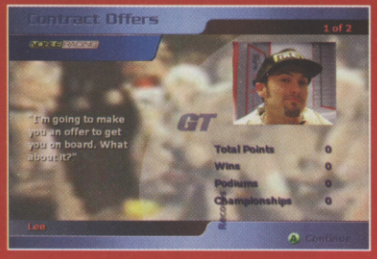
"This is looking promising, with realistic handling, plenty of options and steering support. It also contains a multiplayer option and with skilled friends it can be entertaining. The way you have to change control stick to reverse out of a wall is slightly irritating at first, though. The other problem lies with the jagged graphics, and the lighting is nothing compared to Project Gotham Racing's."

KRISHAN PANDYA

Two-player games can be good fun, but only if you both know the tracks. So you'd best get learning

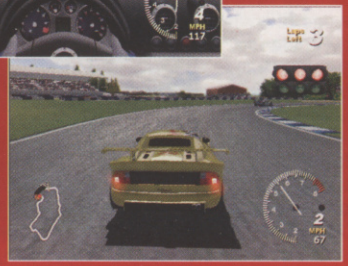
RACE LIKE A PRO

The Career mode is where you win points for racing as well as new cars to play around with. You'll receive updates from your team captain before and during races.



This goon wants to make bucks off you

Practise each course first by following the red 'best-racing' line



Now put your training into practice, but a little better than we did

CVG RECKONS

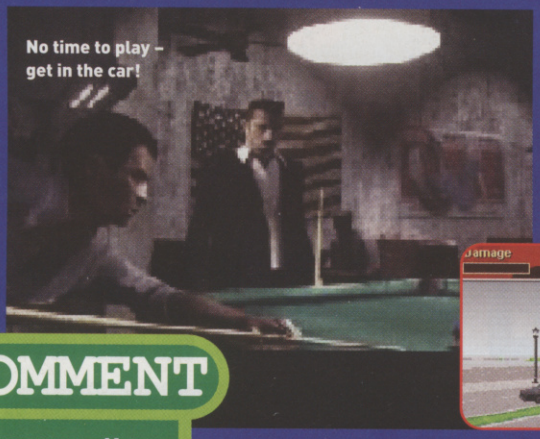
The handling is currently way too difficult but we're sure they'll fix that. Unlikely to be a GT3 or Gotham-beater, but probably not a bad driving game either. Lee

DRIVER 2 ADVANCE

FORMAT: **PS2/GC/XBOX/PC** OUT: **SEPTEMBER** DEVELOPER: **SENNARI** PUBLISHER: **INFOGRAMES**

The film Bullitt was the height of sixties kitsch. The main character was called Frank Bullitt, for Pete's sake. This is a conversion of the popular PSone game, based in the same world of cops, robbers and fast cars as the movie classic.

The game remains faithful to the first title, offering missions that vary from getaways to tailing and flat-out chases. But instead of the original dual multiplayer, now up to four players can play at once. Class.



You can choose your vehicle

The cops will try to do you

As the wide-collared undercover cop, Tanner, you'll get to screech around cities such as Rio de Janeiro and Chicago, performing handbrake turns and skids until your tyres burst. Get on the road!

Ing-er-land! Ing-er-land! Etc...

READER COMMENT

"The entire hit PSone title has been squeezed into a tiny GBA cart – cities, game modes and all. The handling is way off, making many missions far harder than they should be, but there's still time to fix this before its release."

JAMIE KEANE

CVG RECKONS

Driver 2 was a big hit on PSone. The same mayhem on handheld? Hooray! Jimmy

CHASE

FORMAT: **XBOX** OUT: **TBC** DEVELOPER: **BAM!** PUBLISHER: **BAM!**

Capture the clapperboards on each level for extra points

Catsuits. We love them and the girls who wear them: Seven Of Nine, Catwoman, The Avengers' Emma Peel...

Now you can add Chase Corrada to that list. Except this girl's known as much for her kick-ass stunts as her sexy bod. As the eponymous heroine, you dodge, weave and generally smash your way through the game's four distinct movie sets, from a 1920s' gangster movie to a modern spy thriller.

It will also feature a huge array of vehicles, including saloons, motorcycles and Tuk-Tuks, each with vastly different handling. Hopefully the game will be just as varied and challenging as its machines.

Playing chicken with a train would be dangerous for anyone other than Chase

Destroy the other car within the time

A bike is just one of the many vehicles on offer

CVG RECKONS

Looking like great fun. If it can get even close to Stuntman, we'll be chuffed. Jimmy

HARRY POTTER AND THE

FORMAT: **PS2/XBOX/GC** OUT: **NOV** DEVELOPER: **ELECTRONIC ARTS/EUROCOM** PUBLISHER: **ELECTRONIC ARTS**

Poor little Harry. Not only is he the enemy of the grand master of all things evil, Lord Voldemort – a role that winds him up in mortal peril at least once every school term – he's also friends with gap-toothed bossy-britches Hermione and ham-faced goon Ron.

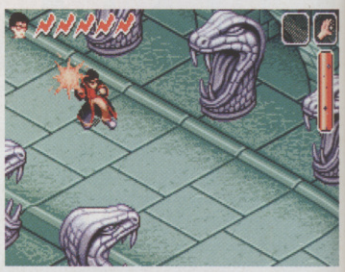
It's enough to make a young wizard want to disappear in a puff of smoke. Still, we all know that even bad friends are better than no friends at all and that's the message of the entire Chamber Of Secrets experience, from book to movie to videogame.

SCHOOL'S IN

Nobody likes a preaching videogame, but it's easier to forgive in Potter's case because most people will already be familiar with the themes of friendship, loyalty and courage from the books. And anyway, there's plenty of super-entertaining platform-style adventuring to help make up for all the sappy, saccharine soppiness. Phew!

There are seven different versions of Chamber Of Secrets, one designed for each format. They're being put together by different developers too. The next gen versions (that's PlayStation 2, Xbox and GameCube to your granny) are the most similar to each other, but each manages to possess its own special magic all the same. Check out how the new versions of Harry Potter's latest digital adventure are shaping up with CVG's mid-term progress report!

Look what they managed to do with Game Boy Color's puny hardware!



Harry readies his spell – are there invisible baddies or is he just showing off?

Harry tries to order a pint of snakebite but is asked for ID

Harry explores the village of Ottery St Catchpole where the Weasleys live

HARMONISE WITH HERMIONE

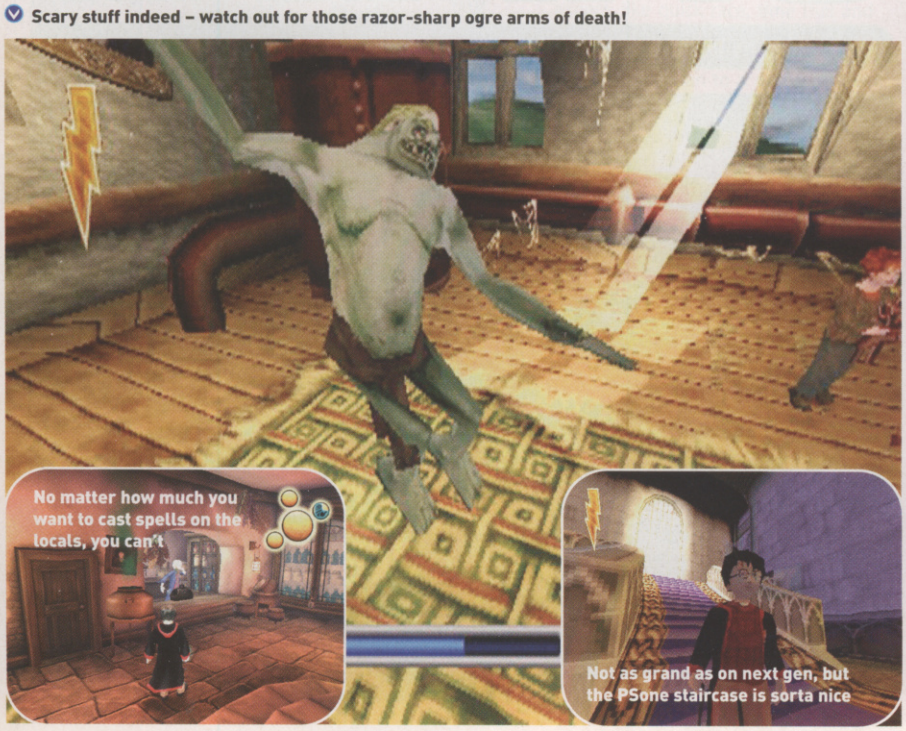
The game is all about working in harmony with your pals, and that's exactly what the developers of the next gen versions are doing too. The three versions are all based on the same design plans, with different developers handling different sections of the game. These are then shared between all the formats to create the ultimate Potter experience. Clever, eh?

It's a novel approach and, judging from what we saw in our exclusive hands-on playtest, one that's sure to pay dividends.

Prof Sprout talks to her scary plant

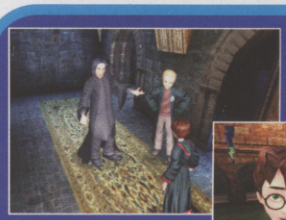
The developers are also working closely with the assets from the movie. This ensures the next gen versions will all offer totally accurate

Scary stuff indeed – watch out for those razor-sharp ogre arms of death!



No matter how much you want to cast spells on the locals, you can't

Not as grand as on next gen, but the PSone staircase is sorta nice

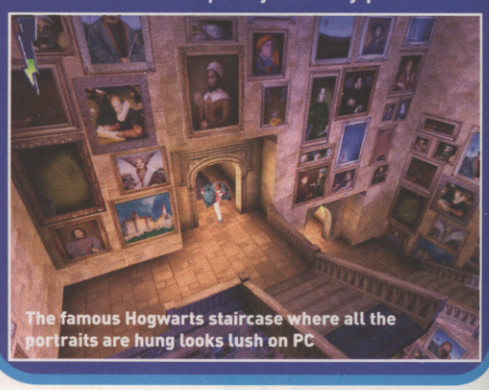


Snape and Malfoy just love making Harry's life difficult

Looks like Harry's got something to say – or has he just picked his nose?

HARD DRIVE HERMIONE

The second Potter game on PC has been made more difficult and there are now different routes through the game depending on how much of a challenge you want to give yourself. The PC game has the most traditional platform action sections and plenty of tricky puzzles.

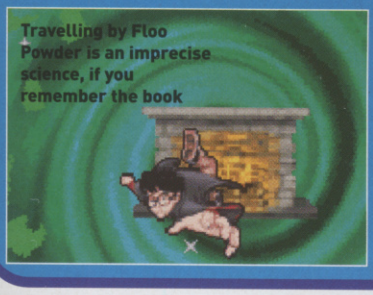


The famous Hogwarts staircase where all the portraits are hung looks lush on PC

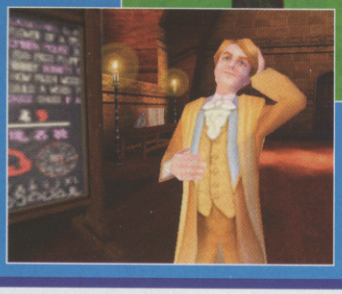
LOOKS FAMILIAR

The story is packed with great set pieces. We've already seen some of these in previous EA screenshot releases, but here's an update.

Harry bravely sorts out some wailing Mandrakes



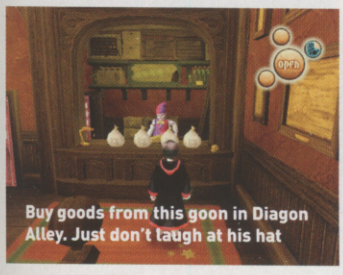
Travelling by Floo Powder is an imprecise science, if you remember the book



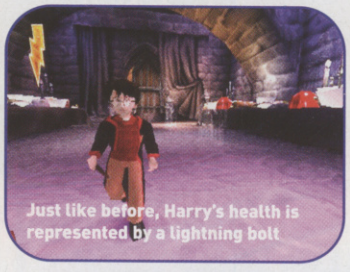
Smarmy Gilderoy Lockheart – don't you wanna just smack him one? Hard?

Check out young Master Potter's fluffy earmuffs – he is clearly the King Of Cool. Utility fashion's in, you know

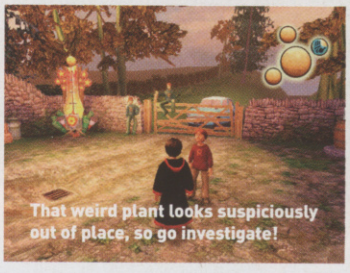
E CHAMBER OF SECRETS



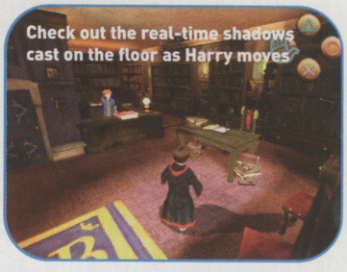
Buy goods from this goon in Diagon Alley. Just don't laugh at his hat



Just like before, Harry's health is represented by a lightning bolt



That weird plant looks suspiciously out of place, so go investigate!



Check out the real-time shadows cast on the floor as Harry moves

digital representations of all your favourite bits from the eagerly awaited Chamber Of Secrets movie, from the Weasleys' crooked house to that famous moving staircase. You can guarantee that exploring the game world is going to be a wicked experience.

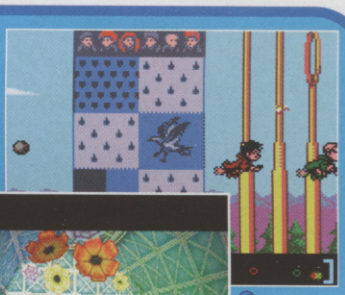
THE MISSING LINK?

You'll be doing a lot of exploring in this latest Potter instalment. The games are larger than those in The Philospher's Stone and are less linear to play through too.

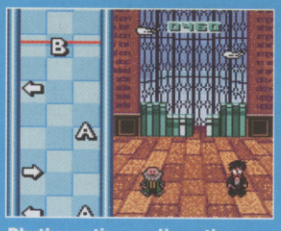
One of the biggest influences on the gameplay for The Chamber Of Secrets is the classic N64 adventure, The Legend Of Zelda: Ocarina Of Time. There's an impressive lock-on mode for targeting beasts, as well as a carbon-copy of Zelda's inventory screens that rotate around the screen. Collecting the Famous Witches and Wizard cards rewards you with extra health, much like the heart containers do in Zelda games.

RISE OF THE UNDERDOG

We're actually most impressed by Potter on GBC and PSone. Who'd have thought developers would be able to squeeze so much out of the ageing machines? Nuff respect to Electronic Arts for pulling this off.



Quidditch is as fast and as fun as on next gen formats

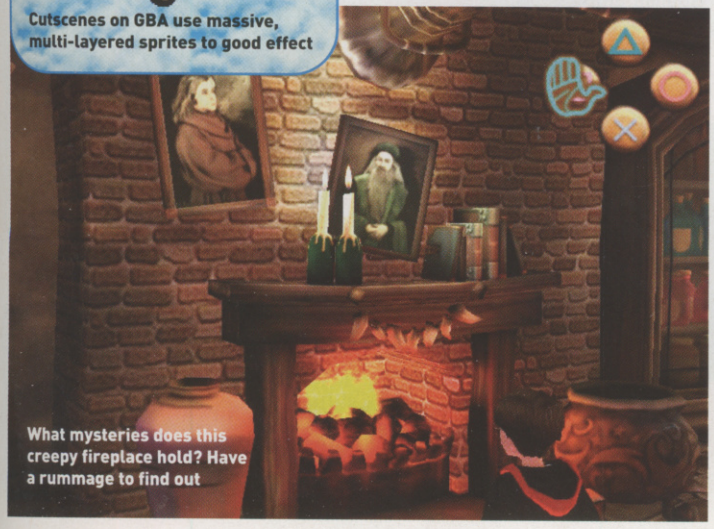


Rhythm action spell-casting rocks the house

Now you can fight with Ron and Hermione on your side!

PSone Potter environments are some of the best seen on the console

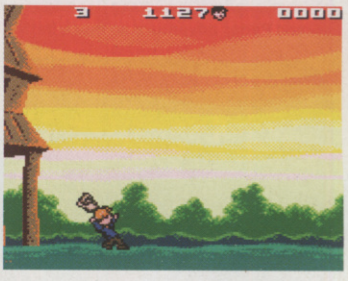
Cutscenes on GBA use massive, multi-layered sprites to good effect



What mysteries does this creepy fireplace hold? Have a rummage to find out

Target practice in the garden where you can hone your spell-casting skills

Beautiful sunsets light up the Game Boy Color – just feel the 8-bit power!



By far the most gob-smacking Zelda influence in The Chamber Of Secrets, however, is the way you can now hop aboard your trusty broomstick and fly anywhere within the lush Hogwarts grounds you want to. That's right. *Anywhere* you like. It's just like riding Epona in Hyrule Field but instead you're soaring through the sky, taking in the splendid views over a beautifully realised Hogwarts.

Diagon Alley is where you can pick up wizarding objects and lots of gossip

As you may have realised by now, we heartily approve of the way these influences have been incorporated into the Potter games, and from what we've seen the developers have managed to add their own magic touches to the mix too. Things like the way you can cast spells by flicking the analog sticks, or how spells can backfire on you if you charge them up too much.

GET HANDY WITH HARRY

The handheld Chamber Of Secrets games are the most similar to their Philosopher's Stone originals. Game Boy Color owners get a fantastic top-down role-playing game, while the GBA offers a free-roaming collect 'em up packed with secrets and with a brand-new isometric viewpoint.

Harry checks out the loos, hoping to find Moaning Myrtle

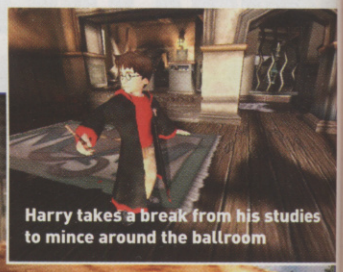
The GBA version is packed with super-cool multi-layered cutscenes

Now you can even play Quidditch on Game Boy Color. How cool?

GO BUMP IN THE NIGHT

The game is split into two halves of night and day. During the day you attend lessons, learn spells and perform school-related tasks. At night you get to put your new wizarding knowledge gained during the day to the test: you start to uncover the mysteries of The Chamber of Secrets, researching in the forbidden section of the library and collecting all the ingredients to make the Polyjuice Potion.

PSone doesn't have the graphical detail of the other versions but everything is instantly recognisable from the movies



Harry takes a break from his studies to mince around the ballroom

Lovely reflections, crazy lighting effects and refined, honed gameplay make this second Potter adventure so much better than the first bunch of games

MO MAGIC, MO APPEAL

The next gen versions have been in development for more than two years now, long before The Philospher's Stone games were released. So any fears of a rush-job for Christmas can be put to rest straight away.

The games should appeal to older and younger players alike, with some of the most striking visuals for any platform/adventure game on any of the systems and with a slightly darker story to play through than the relatively twee and jolly first story. Expect regular updates as the games near completion 'cos this is definitely one to get excited about.

The shiny floors can prove hazardous if you run around too quickly, so try not to get too over-excited by it all

Snigger at Lockheart's robes during Defence Against the Dark Arts class

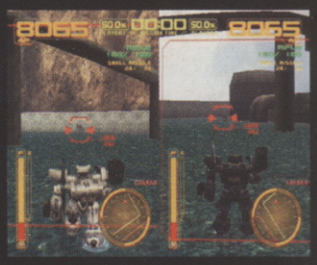
Slugs are everywhere and if you remember the book, Ron even burps them up. Tasty!

CVG RECKONS

Different from what you might be expecting, and much better than you would have thought it could be. Next gen Potter is going to be unstoppable. Lee

Get ready for explosive action!

ARMORED CORE 2 ANOTHER AGE



Edge 8:10

Playnation 7:10
"Hardcore mech action for committed players"

"This is not for lightweights. It's the sequel to the above game, with loads more tweakable options. You'll fully appreciate its depth after spending hours customizing your mech for optimum efficiency"

C&VG 7:10
"The best that mech games have to offer and dazzling PS2 action...you'll soon be an AC ace."

P2 Magazine 7:10

"If you're desperate for more giant robot warfare on your PS2, then give it a look."

Play Magazine 75%

PlayStation.2

Metro3D

Metro3D Europe Ltd. www.metro3d.co.uk Suites 508-510 Elder House, ElderGate, Central Milton Keynes, MK9 1LR
© 1994-2002 FromSoftware, Inc. FromSoftware and the FromSoftware logo are trademarks of FromSoftware, Inc. All rights reserved.
Published under license by Metro3D, Inc. Metro3D and the Metro3D logo are trademarks of Metro3D, Inc.

TimeSplitters 2

FORMAT: **PS2** OUT: **SEPTEMBER 27** DEVELOPER: **FREE RADICAL** PUBLISHER: **EIDOS**

TimeSplitters 2, mission one. Sneak undetected into a heavily guarded base hidden underground at a dam site in icy Siberia. Pick off the sentries with the sniper rifle, hack the computer systems to switch off the cameras, take out the satellite dish with a remote mine. Burn the contents of every filing cabinet, then head down through the levels deep into the base. Power's off, so locate a floppy disc and reboot the mainframe.

Investigate a secret digging site, kill tons of zombies, then make your way to the top of the dam through a tide of hostile special ops guys. Then shoot a heavily armed gunship down from a gun emplacement. Realise you haven't breathed or blinked for about a quarter of an hour.

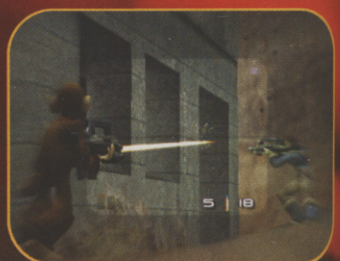
TimeSplitters 1, mission one. Go into a temple. Find an ankh. Come out.

See, comparing the two is like comparing the Mona Lisa to a stick-man drawing. And not even a Lowry one: the kind people draw because they can't draw. TimeSplitters 2 has a proper single-player game, rammed full

Right, that's it. You two are fired

Good timing, as well. Eat it, clown!

Something awesome is happening here. Like you can't see



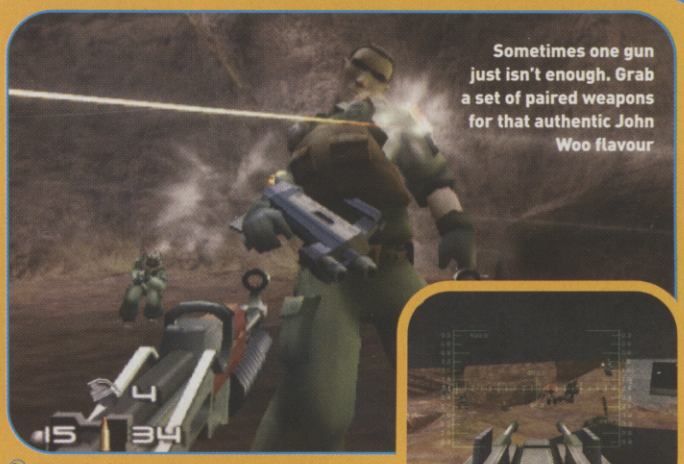
Snipe the monkey. The monkey must die. Kill, kill the monkey

SHOOTING RANGE

There are stacks of different weapons at your disposal to waste people with in this game, but firing each one gives a very distinct sensation. Hell, some even feel like a game in themselves. Here are a few of our favourites so far.

The best sniper effect in any game? Right here. Zoom in, out, shake it all about. Just get that headshot

Retro levels mean retro weapons. Still, that monkey's going to feel the force of this home-made crossbow



Sometimes one gun just isn't enough. Grab a set of paired weapons for that authentic John Woo flavour

Climb inside a gun turret and many people die. Will that dent your conscience? Ours neither

Rescue five of these beauties on the Notre Dame level

Stop the mobsters from escaping in the Chicago level

God. Not here too. That Posh Spice is *everywhere* at the moment

Fly. Fly like little birds. Fly like I shot some dynamite you were right by

Player four brought a fire extinguisher into the fray. Smart move

of thrilling and innovative objectives. It's closer to GoldenEye in this respect than any other game released since. Other magazines do silly stuff like compare EA's James Bond games to the genre's benchmark because they can't think of anything else to write. But we mean it.

BACK TO THE FUTURE

Subsequent leaps in time have you perforating illegal whisky barrels in 1930s prohibition-era Chicago, and busting friends out of jail in an 1853 Wild West scenario. Steps into the future include a frenzied shoot-out in a robot factory in 2315 with bright blue laser fire crashing off the walls, and taking down flying saucers like clay pigeons in 2280's Return to Planet X. There are ten levels in all.

Some of the objectives are absolute genius. The 2019 Neo Tokyo setting is like the city in Blade Runner, all neon lights, darkness and flying cars. Add in pelting rain, and it's not the easiest environment to chase a computer hacker through. Especially when he activates a Predator-style cloaking device and your only visual clue is a slight smudging of the light.

Then there's the woman trapped in a blazing barn in the Wild West stage. You've got to shoot water barrels with spot-on accuracy to spray out water to douse the flames.

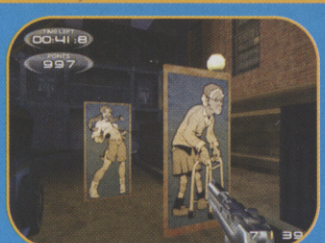
TimeSplitters 2 could even turn out better than GoldenEye, as it's full of wicked humour throughout. Also, the inspiration comes from a host of movies. The opening level is pure Bond, but then you've got Indiana Jones-style crypt raiding and Starship Trooper bug blasts. Oh, and not forgetting Untouchables mob murders, Star Wars phaser battles and a spaghetti western Wild West setting that's only missing Clint Eastwood.

END OF STORY

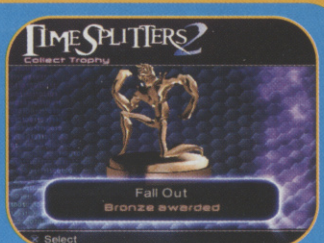
That's just the story mode, though. There's a series of Arcade League events, too, like the Rocket Series, where you have to prove your worth Unreal Tournament-style, with whatever weapons are allowed. Yes,

UP TO THE CHALLENGE

For a silly little one-off game, head for the Challenges. Here you can crack windows, grab bananas or assassinate cardboard people. You win awards and stuff if you're good enough, and the game keeps league tables of scores so you can prove you're better than your mates.



Excuse me, ladies, I've got a load of paper gangsters to 'recycle'



A bronze award, eh? Must have wasted too many old dears

it's class, but the challenge modes are even better than that.

The Wild West setting becomes Cut-out Shoot-out, with cardboard cowboys emerging from behind saloon doors as you walk around. Siberia hosts the reprisal of the classic Glass Smash mode from the previous game, and the Aztec Ruins has you playing a wicked 3D version of Pac-Man, grabbing bananas for a monkey. Ah yes, monkeys. See one of those guys waving a rocket launcher at you and you'll laugh so hard you might forget to duck. It's funny. Funn-eeeee.

Multiplayer, though. That can't get much better, can it? Four players is the limit for a console shooter. Well, TimeSplitters 2 supports up to 16 players on four i.Linked PS2s. It's even got online play built in, ready for when Sony stops scratching its head quizzically and actually gets round to sorting the whole thing out.

Warning: her mini-gun isn't very mini. Befriend immediately

You can play the whole game through in co-op mode. Halo showed this was clearly the way forward, and the pace of the action does not relent. Split-screen deathmatches are just as quick. The only slow-down comes on the Character Select screen as you agonise over which of well over 100 characters you're going to play as.

MULTI MULTIPLAYER

True to form, there are big innovations in the type of versus modes.

What are you finding so funny, man? Your body's on fire. And you're dying...

Here's one of the boss characters. Change pants, reload, mess him up

Don't be worrying about this old geezer. He's armless enough. Ho ho

The secret son of Sloth from The Goonies. A pretty, pretty boy

Nice pair of curve-accentuating hotpants. Fancy coming out on a date with me? Say no and I'll kill you

Straightforward Deathmatch and Capture the Bag return, but we counted 14 others. Shrink sees you get smaller with every death, Flame Tag has you fleeing a mate who's on fire and Monkey Assistant gives whoever's losing a furry little helper. We'd be in trouble with the Royal Society For The Prevention Of Cruelty To Multitaps, if such an organisation existed. That little black box is working silly hours to keep us amused.

If you're the type who's more creative than God, you'll love the improved MapMaker function. Not only can you build deathmatch arenas, but you can set up levels to play single-player. Places, guards, items, set objectives – it's so easy you wonder how games designer types would cope with a proper job. Actually, now we think of it, it's not our job to sit playing this all day. Sod it, McDonald's always needs people if they fire us.

WHAT'S THE TIME?

Those bloody TimeSplitters couldn't have let you kill them in 2002, oh no. They jump around in time from 1853 to 2401. Means you get to slay some nice period baddies.

Chicago, 1932. Take down gangsters with a tommy gun

Robot Factory, 2315. Lasers all the way for these combat druids

Planet X, 2280. Major arms needed to slay these aliens

Notre Dame, 1895. Hideous bat-faced thing and lumbering zombies

CVG RECKONS

Every time we see this it just gets better and better. Our cover story in issue 248 hinted at great things, but now we're dusting off that magical 10/10 score. Just in case. Dean

TENCHU 3: WRATH OF HEAVEN

FORMAT: **PS2** OUT: **SPRING 2003** DEVELOPER: **K2** PUBLISHER: **ACTIVISION**

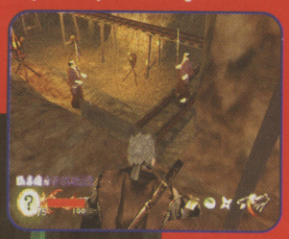
Ninjas. The Silent Assassins. Highly trained and able to kill grown men with their bare hands. And we almost had our own.

We joke not. You may recall that a couple of issues ago, we put an advert in Hunter's Backside for a CVG Ninja to, we quote: "assassinate enemies of the world's finest and best videogames magazine". And some misguided woman rang up to ask if the position was still free.

Either Ninjas are among us, walking around disguised as timid women in their mid-20s, or someone has recently dusted off their copy of Tenchu 2 and become a bit obsessed. Now Tenchu 3 is coming your way, with an improved fighting system and souped-up graphics.

Not only will you have multiple mission paths, but you can play with or against a friend in a raft of multiplayer options.

If Ninja Lady is reading and is for real, we apologise. Please don't kill us!



Creeping stealth will play an important part in the game

The environments are looking well styled

Sprinting across roof-tops, Crouching Tiger-style, though perhaps with a little less grace...

CVG RECKONS

Large, all-encompassing levels and beautiful graphics. Looks like becoming the ultimate Ninja experience. Jimmy

HOUSE OF THE DEAD 3

FORMAT: **XBOX** OUT: **TBC** DEVELOPER: **SEGA** PUBLISHER: **SEGA**

The game promises to serve up a barrel-load of new enemies to fight

"Hold your fire." Are you MAD?!

The House Of The Dead lightgun games are some of the most famous ever to be released in the arcades.

Now the game's coming to a console near you for its third outing, except this time, you'll be using an Xbox pad instead of a lightgun. As far as we've seen, the only differences this makes to the gameplay is it saves your shoulder muscles from taking a pummelling and makes it easier to reload.

Not much is known about the story at this time, but you probably don't care about that anyway! You just want the opportunity to dash zombie guts all over the walls, right? The series is looking more gruesome than ever and with a splatter factor this high, you'll be finding teeth and membrane in your hair for weeks.

Britney's dance troupe is looking a bit surly today. Heavy night, guys?

The gore in this game is out of this world

CVG RECKONS

With its beautiful graphics and sound, this exploits the Xbox's power to the full. The walking dead are upon us again. Jimmy

FOUR-WHEEL THUNDER!

There are eight main vehicles (plus one unlockable secret hover sled if you do well on every mission). Each has a different top speed and acceleration power, and unique countermeasures to keep the enemy at bay. Choose the best motor for the mission you're tackling; trial and error are a big part of the fun.

Baja Truck. Best at off-road action. Countermeasures: bombs, vertical boost (jump)

Sahara Special. A good all-rounder. Perfect for climbing. Countermeasures: smoke screen, acid

Kavostov. Bullet-like acceleration; lowest top speed. Countermeasures: smoke screen, repel sphere (shield)

Super Buggy. All-rounder, poor top speed and useless for climbing. Countermeasures: nitro boost, acid

ATV Monster. Extremely high top speed but very difficult to control with precision. Countermeasures: nitro boost, repel sphere

SMUGGLER'S RUN WARZONES

FORMAT: **GAMECUBE** OUT: **OCTOBER** DEVELOPER: **ANGEL STUDIOS** PUBLISHER: **ROCKSTAR GAMES**

Throw your morals right out of the window, hop into your souped-up buggy and burn across the dangerous terrain ahead. You've got the cops on your tail, a rival gang of contraband smugglers heading straight towards you and a strict time limit in which to get your package to safety.

Smuggler's Run Warzones recreates the dangerous life of a professional smuggler, except you can enjoy it with your feet up at home, free from the danger of getting killed for your crimes. It's also shaping up to be one of the very best arcade action driving games on GameCube.

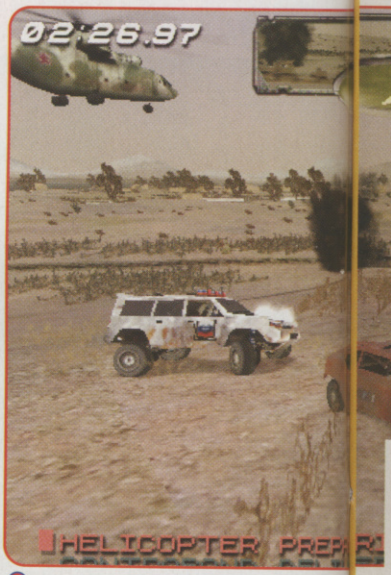
ALL NEW, ALL GOOD

The action is similar to that which took place in the previous PlayStation2 version, but with new vehicles, brand new environments and tons of new features. The graphics especially have been refined, with enormous expansive environments that shift about the screen in super-fast, super-smooth, brain-frying clarity.

There are loads of gameplay improvements too. As you drive about picking up your dangerous cargo and dropping it off at the agreed points, you'll encounter the dreaded authorities, as well as hostile factions who want the smuggling action for themselves. To defend yourself against their attacks, each vehicle now has two countermeasures, as opposed to just one in the previous versions. These range from shield defences to insane jumps and can be used up to five times per mission.

Avoiding rival smugglers is the best way to proceed, not smashing into them

The action is always fast and frantic, especially with loads of cars on screen



Choppers help get your contraband out of each Warzone more quickly

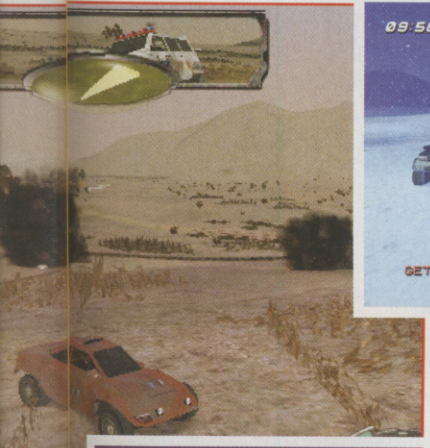
MULTIPLE PILE-UP

Gameplay is simple, but 100 per cent pure fun and there's no other driving game like it. Warzones also plays host to some truly awesome four-player multiplayer modes. In the Fox & Hounds mode you have to keep your fragile cargo as undamaged as

It's best to steer well clear of explosions if you don't want to break your cargo

The coloured icons over other racers indicate which team they're on

Riding the ATV Monster is fun but you're far more exposed to brutality



Deliver your payload to the flares, then go pick up another – quick!

The GC environments are much bigger and you can see a lot further

possible for as long as you can. Crooks 'n' Smugglers mode is where you race to deliver one package at a time, stealing it wherever possible from your rivals.

There are other modes too and they can be played solo, or with two, three or four players, divided into the teams of your choosing. We've played all of them and it's clear that as a multiplayer experience, Warzones is going to be up there with the very best of them. With a massive single-player game in there too, we're revving our engines in anticipation. Vrooom!

CVG RECKONS

Big improvements and a top multiplayer should guarantee success for this high-octane driving smuggle 'em up. **Lee**

CRAZY TAXI 3: HIGH ROLLER

FORMAT: **XBOX** OUT: **SEPTEMBER** DEVELOPER: **HITMAKER** PUBLISHER: **SEGA**

CVG's slang dictionary defines a high roller as a big gambler. And boy, if ever a definition has been appropriate, it's that one. Hold on to your incontinence pants, because when you get in a cab with these crazy drivers, you really are dicing with death.

WHERE TO, GUV?

Continuing the series that started the trend for creative route-making, Crazy Taxi 3 is looking like a rabid dog of a game. It features a set of four new drivers, each with his own mad attitude and even madder wheels. Want new mini-games? You got 'em. They promise addictive gameplay and a new challenge for players who were disappointed by the last game.

Pull off a crazy jump to gain yourself some extra pointage

"We're over here!" More difficult than stopping a cab in Oxford Street...

One of the kerrrrazy new characters to make an appearance

Las Vegas can be a dangerous place at night. Be warned

West Coast makes a welcome return, as does the Small Apple

Not only that, there'll be a new city for you tear around: the Las-Vegas-based Glitter Oasis, as well as the familiar screeching grounds of West Coast and the Small Apple. Expect a full review soon.

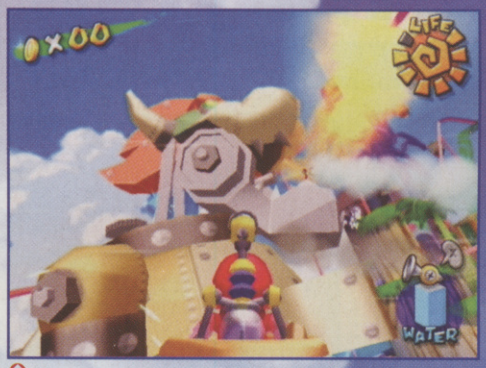
CVG RECKONS

With tons of group fares and some seriously over-the-top gameplay, this Xbox exclusive might just put the Crazy Taxi series back on track. **Jimmy**

FORMAT: GC **OUT:** NOW (JAPAN) OCTOBER 4 (UK) **COST:** £69.99 (IMPORT) **PLAYERS:** 1 **DEVELOPER AND**

SUPER MAR

Shades on! Mario's debut on Cube is a historic blinder. Better than Mario 64? You betcha!



Fire your missiles at a giant Mecha Bowser as you shoot around on a rollicking rollercoaster

Mario storms the beaches, but is met with some heavy artillery

Someone call the RSPCA! Nintendo's hairy hero gets vicious

Yanking tentacles off giant land-dwelling squids is not unusual. Nor is riding a gargling pet dinosaur, with the ability to squirt juice at fish and transform them into solid moving platforms. But ordinary events in the world of Mario Sunshine are extraordinary, mind-blowing and limitlessly entertaining in ours. So shrug off all your ideas about what's 'normal', and set your mind free. Mario on GC will draw you into a paradise of fantastical surprises and constant flashes of pure genius. W'hoo!

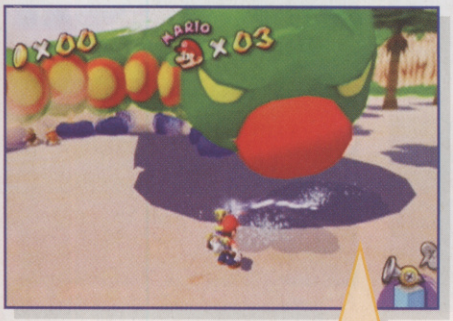
To describe this game as utterly sensational is like saying Shigeru Miyamoto is just a programmer. Your eyes will pulsate with pleasure and your heart will melt with joy as you explore Mario's colossal universe. But beneath this happy glowing exterior lie rock-solid challenges and hardcore gameplay of the highest calibre.

This is an adventure so addictive that you'll be forgiven for believing that Nintendo has built a mini tractor-beam into the disc. Prepare to have your sleep patterns disrupted, and stock up on provisions, because once Mario Sunshine is locked and loaded in your Cube, it's not leaving, and neither are you. Simply put, this is the best platform game. Ever.

FIRST UK IMPORT REVIEW

RIO SUNSHINE

COMMUNITY SERVICE



Somehow you've got to overpower this gargantuan locomotive-like caterpillar. Watch out, here comes the choo-choo!

An evil imposter posing as Mario has been leaving icky paint-like goo all over the place. And everyone's favourite hairy-lipped hero has been framed for the crime and forced to clear it up. But there's far more to Mario Sunshine than just spraying away gunk. You're forced to employ a catalogue of different skills in order to earn Shines. It's not just a case of squirting water at stuff. No sir.

Every scenario you find yourself in boasts its own unique and bizarre twist. And this is what makes Mario Sunshine so addictive and charming. No matter how tough the challenge, you can't help coming back for more, like a moth to a flame. The thrill of finding out what strange and magical event comes next is just too great to resist.

This ugly underwater beastie thing has got nasty crap smeared all over his pearly whites. Blast 'em clean for a shiny reward

Squid surfing: these useful little squishy fellas move like greased lightning, so hold onto your hat, you're going places!

The Piranha Plants are back, thank the Lord. And they're mad as ever. But they don't like it up 'em. At all. So get squirting

Massive lava-spreading beasts are running wild and crazy in Monte Village. There's only one man for the job, of course...

Every time you spray this giant electric stingray it splits into smaller stingrays. Like a weird version of Asteroids

It's impossible to predict the surprises in store. Who would've imagined that purple Yoshis have the ability to turn fish into solid platforms?

WET 'N' WILD

FLUDD is your talking, back-mounted, water pump companion. This awesome multi-purpose gadget equips you with loads of amazing abilities that give you an incredible amount of freedom.

Its two default functions enable you to hover around and accurately spray jets of water. By performing different jumps, or rotating the analog stick, you can generate other mad moves too.

You can power up your FLUDD with nifty add-ons. These can be found in special red and grey boxes dotted throughout the game. One helps you blast hundreds of feet in the air, and the other enables you to propel yourself across land and sea at blinding speeds. And that's not all. We won't spoil it though.

SQUIRT THE DIRT

The standard squirt function is ideal for cleaning up gloop and eradicating certain enemies. It can be used to inflate and fire off funny little floaty pig-like creatures. You can also use it to propel boats and other floating objects. Improvisation's where it's at.

Take aim and shoot water with the accuracy of a sniper

Turn this leaf into a makeshift vehicle

"I'm-a innocent, guv!" Spray away the grime to pay for your crime

A DASHING HERO

Look at the little fella go! He's like a remote-controlled torpedo

One of your FLUDD power-ups attaches a propeller to your back. Squeeze and hold the right shoulder button and you'll blast forward, spraying out water from behind. Hit the A-button while you're tearing along and you'll pull off a special long jump. And when used in water you become a sort of ultra-zippy human speedboat.

A world record long jump by the plumber

Get to where you need to be, in but a fraction of the time

OFF THE WALL

Bouncing off walls plays a much more significant role in Mario Sunshine than it did in Super Mario 64.

Some areas can only be reached using jumping prowess, because often power-ups for your FLUDD backpack are not available. In certain situations you're stripped of it completely. And there are loads of Shines that are unattainable until you've mastered the art of wall hopping.

Sustaining a series of wall jumps is all in the timing

Mario slides down walls if you don't press jump

Perfecting the wall jump is totally crucial

I'M SPINNING AROUND

When a whirlwind picked you up in Mario 64, the wee man would spread his arms, spin round, and gently float to the floor. And now you can manually trigger this move on GameCube. Never has a platform hero had such a killer array of moves with which to explore his surroundings as Mario does now.

JET PACK ATTACK

Another standard issue FLUDD function, this jetpack device is probably your most frequently used piece of kit. It allows you to cross almost any terrain as it dissolves any nasty substances beneath your feet, from electric muck to molten lava. As well as helping you traverse large gaps, this invaluable gadget will often rescue you from disaster too. If you misjudge a gap, switch it on and you should reach safety.

You can conquer huge gaps with this nifty bit of kit

Clean up muck as you hover around

ROCKET MAN

Reach impossibly high areas and platforms in a single boost. Firing yourself hundreds of feet into the sky is so much fun that you won't be able to resist the urge to frequently blast and bounce around levels like some sort of mad turbo-charged kangaroo.

Now you can access high areas in one boost

Lift off! Shouldn't have had the vindaloo

HUMAN SPRINKLER

Rotate the analog stick 360° and push the right shoulder trigger when you've got the standard squirting or jetpack gadgets equipped. This will trigger a sprinkler effect that is perfect for clearing baddies and muck.

B&Q special: Mario sprinkler, only £39.99

Sanitise your personal space with a spin 'n' spray

AQUA ACROBATICS

It turns out Mario is a dab hand at tightrope walking. Press the B-button to drop down and hold the rope with your hands. Use your squirting add-on to build up momentum and swing crazily. Whack jump and you'll shoot off as if fired from a catapult. Twang!

Starts spinning and you won't be able to stop

Hit jump to somersault away into the distance

READER RECKONS

DAN GERRELLA

The water pack makes so much sense. It can be used for just about anything! The graphics are great, once again Peach is in trouble and characters make appearances throughout. Mario's got all the moves and the game world is vast. Fans and newcomers alike will love this. Worth buying a GameCube for!

10

READER RECKONS

JONATHAN BARRETT

Strange... Sega made a game where you spray graffiti and now Nintendo's made one where you wash it off. With Nintendo, you know it will be a fun and unique experience. It's amusing to soak everything you see in water and watch the angry reactions of the island natives! The hover function makes navigating over platforms easy, although I plunged off a ledge and sprayed water in the wrong direction numerous times! An amazingly addictive adventure.

10

WHAT'S THE STORY WITH YOSHI?

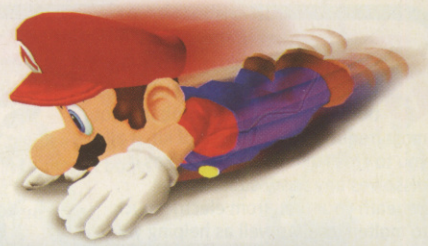
Yes! Clap your hands and squeal with happiness. Riding Yoshi in Super Mario Sunshine is so much fun it almost hurts. But what you might not be expecting is the fact that Yoshi is seriously high maintenance.

First off, when you find him he's in an egg and dreaming of a specific piece of food. So you've got to hunt for whatever it is he wants and take it to him. And once hatched, the greedy bugger needs frequent feeding in order to keep his Juice gauge topped up. If this empties, he'll evaporate into thin air. But caring for your Yoshi is hardly unfair, because fuelling him with different fruit will reward your cutesy steed with some pretty stunning abilities. Enjoy.

Even before he's hatched, Yoshi is absolutely ravenous

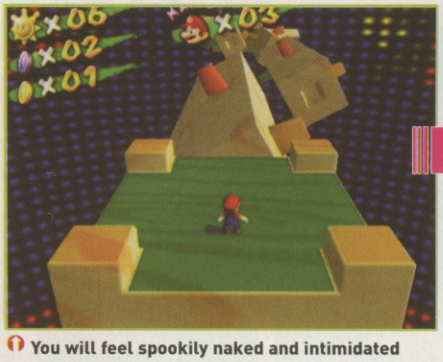
Yoshi's a real hit with the ladies. Wonder why?

WITHOUT A NET

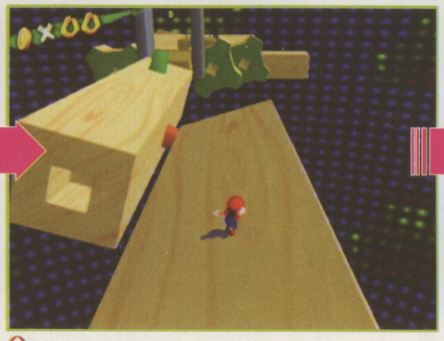


Insane retro-style challenges are scattered throughout your quest. When warped into these mad old-skool dimensions, raw platform gaming excellence is the only thing to save you.

With no FLUDD backpack and no safety net, these stages are easily some of the toughest and most intimidating platforming set pieces in history. But this is what's so brilliant about Mario Sunshine. Your gaming mettle is tested to its absolute limits. You'll sweat bullets with tension, but conquer one of these scary levels and you feel like a king. You da man.

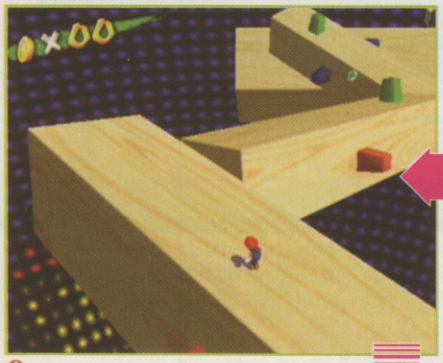


You will feel spookily naked and intimidated without your trusty FLUDD backpack

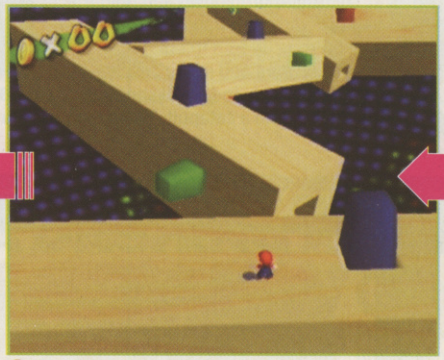


These huge blocks rotate. Make sure you stay on top or you'll slide off into oblivion

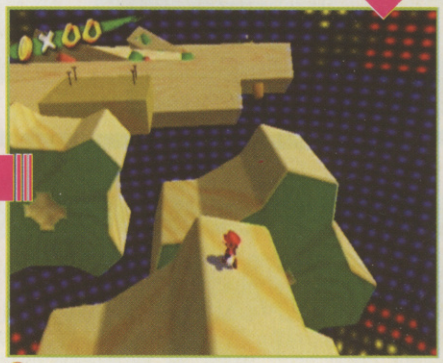
If you make it this far, wall-jump your way up to a vital 1-up



Hop around like a madman, and run like the wind to keep on top of the blocks



Things start getting insanely difficult. Keep cool, and remember you can do it



A set of giant rolling cogs are your next obstacle. Don't put a foot wrong

Ah. At last, the final leap to safety. As well as being rewarded for your stirling efforts with a Shine, you'll feel like a true gaming god for your troubles

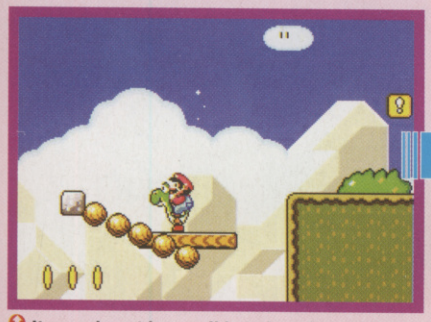
IT'S A BIG 'UN

The worlds in Mario Sunshine are enormous. But their sheer size isn't the most impressive thing. It's the beautifully intricate level design that really sucks you in and keeps you exploring. With so much to do and see in each world, you won't ever want to leave. In fact, we guarantee that you'll spend more than half your time just messing around.

All the worlds in Mario Sunshine are amazingly thick and alive with intense, buzzing activity

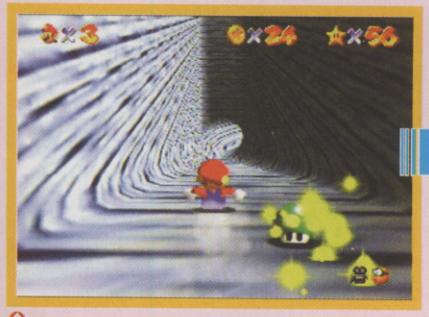
1-UPMANSHIP

The question burning on everyone's lips is whether Mario Sunshine is better than Mario 64. Mario's switch to 3D six years ago was a huge leap away from the magical 2D antics of Super Mario World on SNES. We were treated to an experience unlike anything out there. But today we're bombarded with loads of good 3D platformers, like Jak And Daxter. So it was always going to be a mean task for Mario's debut on Cube to outdo its predecessor. But when you play Mario Sunshine you realise that Mario 64 only scratched the surface in terms of how in-depth, original, and magical a 3D platform game can be. So to answer the question, yes. This is the definitive platformer, and the benchmark we all prayed it would be.



It was almost impossible to imagine anything bettering Super Mario World on the SNES

Then along comes Mario 64 in 1996, and blows us right away with its 3D action



Mario 64 led the way of course, enabling you to do the kind of stuff that was previously unheard of in a platform game

But Mario Sunshine has managed to raise the bar of 3D platforming even further, to an all-new heavenly high

READER RECKONS

ANDRE MCLEOD

Imagine the world in total darkness; there is no hope and everything seems identical in the pitch black of the eternal night. Then suddenly a beam of light bursts through. It's different and new but you have always known that it would return and when it did it would be bigger and brighter.

Well, from this dramatic introduction, you should be able to tell that Mario Sunshine is not just another game; it is a benchmark for others to follow. It's what Nintendo fans have come to take for granted from the genius Miyamoto, synonymous with his style of free-flowing, graphically beautiful games.

When you look back on this game many years into the future, you'll have a big smile on your face and a warm feeling in your heart, because you'll know that you played a classic.

10

Step into the ultimate playground. When you're faced with a challenge or puzzle, you can be assured that the correct way to overcome it is also the most fun solution. And it's this devotion to pure concentrated fun that makes Mario Sunshine's gameplay so astonishing and rewarding. It's a mammoth sugar-coated slice of gaming genius that will provide you with some of the happiest hours you'll ever spend in front of your telly.

Nobody does it better! Mario proves he's still the king of videogames

Get up on high, and you'll be able to assess everything that's going on and plan your next move

Pinna Park: A theme park world rammed to the hilt with tons of crazy areas to explore

Make sure you investigate every inch of land, so you won't miss out on anything

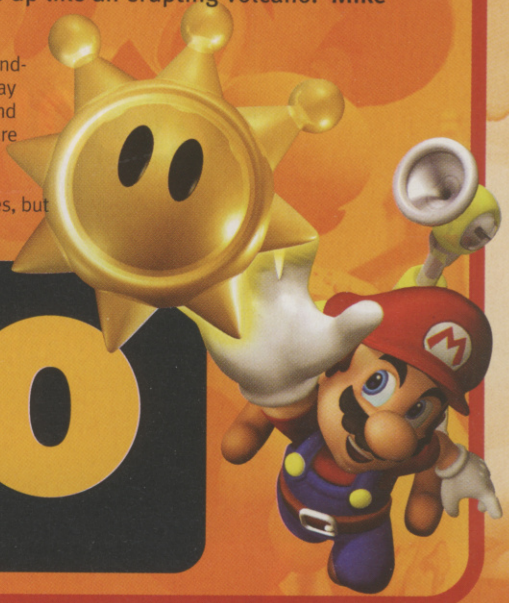
Ricco Harbor: first time you clap you eyes on this World you'll choke with excitement

CVG RECKONS

Gawd knows how Nintendo keep on reinventing the wheel, but we're not kidding when we say they've done it again. Every moment of Mario Sunshine is a playful ounce of magic that sets your imagination on fire and makes your gaming mojo bubble up like an erupting volcano. Mike

GOOD + Peppered with moments of genius and mind-melting surprises all the way
+ The most entertaining and addictive platform adventure of all time

BAD – Camera is sometimes, but not often, a bit annoying



10

ADDICTED TO GAMES

computerandvideogames.com

computerandvideo GAMES .com

▪ 3,000 reviews ▪ Cutting edge news ▪ 12 m player rankings ▪ Exclusive interviews
▪ 26,000 cheats ▪ 2,600 downloads ▪ Hardware guides ▪ 500,000 users ▪ 40 formats

Two years after since the last tournament

Two years after since the last tournament,
the legend of new battle begins.

computer and video
games

TEKKEN 4
TM
computer and video
games

HUNTER'S MAILBAG

Don't keep your opinions to yourselves. Write to us, then your friends can laugh at you!

Most of the words written on the next three pages usually belong to you lot, but now almost all of 'em do! Yup, this month CVG's Reader Team attempts to answer all your burning topics, so if they get something wrong you know who to blame! But if they get it right, why not show your respect by voting for them on page 114?

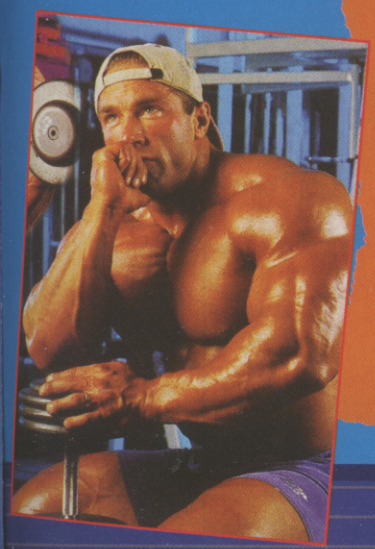
A 'THOUGHTFUL' LETTER

I think we've reached another of those golden eras of videogaming now that the battle between the Xbox and the GameCube is underway. Yes, I remember the old days when the war was between the Spectrum and the Commodore 64, and let's not forget the Amiga vs Atari ST; Megadrive vs SNES, and so on.

I have to say that I was more than a little sad at the demise of the Dreamcast. Okay, so it was not technically as good as some of its competitors, but it had a lot of good games and plenty of potential. Ironically, though, Sega now programming on the other formats could be one of the reasons why videogaming currently feels so alive.

Here's looking forward to a truly spectacular battle between these two great consoles.
Peter Gooding, Plymouth

That strange sound you hear is the sound of the CVG team scratching their beards. Scratching them 'thoughtfully', and going "Hmm..."



AGE THINGY

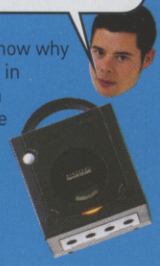
I'm 11 and I'm only allowed 11-cert games and 12-cert movies. I'm a big fan of the Medal Of Honor games but I'm not allowed to get them. But my dad let me rent MOH Underground and it was brilliant. I NEED Allied Assault but I'm not allowed to buy it! If this letter gets the Golden Bone, instead of that Joytech stuff, could you give me a copy of Allied Assault? And then I'd be allowed keep it.
Cillian Carroll, Dublin

But by the time you're old enough to play 15-certificate games, Cillian, they'll be that much better.

THE MANC RANT

I love your mag and I get it every month. I'd just like to say that the GC is really cack and I don't know why it hasn't appeared in Cackman. I have a PS2 and I think the Cube will crash and burn like the Saturn did.
Liam Wright, Manchester

How wrong could you be? Have you ever played a GameCube? Did you look at the box and decide it was 'cack'? It's people like you (and your kind) that give Manchester a bad name...



Hold up just a goddang second there. Liam from Manchester? Not related to a guy called Noel, are you?

Are you also blind? Something seems to be stopping you from seeing the Cube is clearly great

DARK STAR

I am happy with the new magazine layout but have a suggestion. Perhaps rather than throwing in the same tips book free each month with a couple of updated tips I would rather you put the resources into adding more pages to the actual mag (increasing the tips page to accommodate new game guides) or perhaps find a more creative free gift.
Doctor Dark

Doctor Dark, you should consult with your other evil buddies and come up with another plot to take over the world

Very sarcastic, Doctor Dark. Each tips book is actually updated substantially every month. And we ARE including new games guides. So what are you complaining about exactly?

Well, Doctor Dark, rather than constantly complaining, we'd suggest you "put your resources" into getting a life. Freak

GOLDEN BONE

WHAT'S UP, GRANDDAD?

I recently realised that original ideas don't seem to be a regular occurrence in games anymore. It's got to the point where I don't buy games any longer. I find myself looking at games I either already have, or have bought for other systems. I have a PS2, but I'm going to buy a GameCube because it is the only system with any good games coming out on it, and they're all sequels (Mario, Zelda, Resident Evil).

What's wrong with a sequel if it's good?

These days if it isn't a sequel, then it's based on a TV sci-fi series or movie. Even worse are *sequels* of a game based on a movie. When I first got my NES, I played each of the Mario games. They were all sequels, but each one was significantly different from the next.

Even the characters are boring. Females are based on Lara Croft or Claire Redfield, and males on Duke Nukem or Solid Snake.

Games are meant to be fun, but the fun is gone now, out of the door with the Dreamcast.
Chris Baddeley, AKA CeeBee, Cheshire

And is it true that in the old days people had to eat each other just to keep warm?

JOYTECH

On the telly, what do points mean? That's right, PRIZES! And now they do in CVG too. Your pearls of wisdom can blag you a load of free gear. We've teamed up with those purveyors of fine add-ons at JOYTECH to offer each month's Golden Bone letter writer a free bundle of quality peripherals. If the Xbox goodies below don't grab you, we've also got bundles for PS2 and GBA. Just make sure you mark your name and address clearly, okay?

JASON HACKS A LETTER TO DEATH!

I am one of your greatest fans, but... [hack gash mutilate] a dull, violent picture of GTA III. What are you thinking? A young child could get his dad to buy him GTA III thinking that it is a nice racing game... [slice slash cut] the blood dribbles out bringing the boy to tears.
Luke Fashoni, Southport

That Jason, eh? He just can't be stopped...

COMMODORE SNORE

It's good to see that you are keeping the magazine trendy nowadays, and that you can still get change out of a fiver for the infamous CVG. However, I've noticed that you have stopped supporting the Commodore 64, even though your cover proudly claims 'every new game rated'.

I read issue 249 cover to cover to see what you made of It's Magic 2 or Metal Warrior 4 on the Commodore 64 (both 'new games'), but alas, no review or rating. This must be a plot by Sinclair Spectrum users to bring their machine back and dominate the world, because of simple jealousy. Don't be swayed by them, the Commodore 64 is the best machine in the world, and it still has new software being written and developed for it.

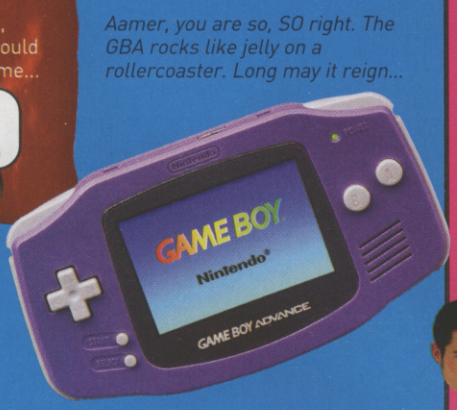
Regarding the Golden Joystick awards, could I vote for the new C64 titles over the last year, or do I have to vote for new formats only? If that is the case, surely your cover should read 'Every new game rated (on new formats only, not new games on old-skool computers or retro formats. Just the new trendy stuff that makes lots of money, so you old-timers can get lost and buy Commodore Scene, Retro Review or Micro Mart, which all are sad enough to write about and support those crap computers/formats from the past).'
Shaun

Times change, Shaun. Cliff Richard was trendy once, but you're not going to see him on the cover of the NME. Cherish your Commodore 64. Just don't expect everyone else to do the same.

GAME BOY GINSENG GORE

The GBA is definitely the best handheld console ever. With games like Sonic Advance and Super Mario Advance 2, you can't go wrong. I can't wait for the next Nintendo handheld to come out...
Aamer Chaundry, Solihull

Aamer, you are so, SO right. The GBA rocks like jelly on a rollercoaster. Long may it reign...



FLATTER US. GET ANSWERS

Since you are the best and most faithful games mag in the world, I thought I'd ask you just a small question... Will the Halo soundtrack be released on CD in the UK (or British websites) any time soon? Please help, as it would make my life complete!
Adam Smith

Consider your life complete, Smitty. The Halo soundtrack is available to buy from Amazon, so go to www.amazon.co.uk.

WHO ATE ALL THE PIES?

I love your mag and have been reading it for years. I recently dug out my NES from my cupboard and began to play. I was amazed at how good the games were. Games like Duck Hunt, Super Mario Bros and Teenage Mutant Hero Turtles rule. They're fun and cheap so everybody get down to your local boot sale and get your hands on a classic console.
Fatman 2097

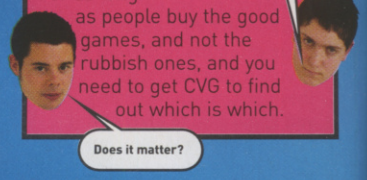
T'would be rude, churlish and quite unnecessary to give an abusive weight-related reply to your terribly sensible letter, so we won't. To fill the space this leaves, a short news item:

Police are investigating the theft of a small pie mountain at a London bakery. A suspect was arrested but released due to lack of evidence. "Where could you hide almost 2,100 pies?" said a baffled Inspector Dim.

ASK THE OFFICE

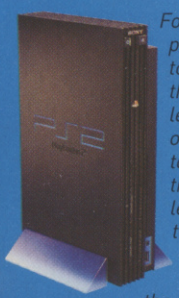
What a time to be a fan of videogaming, with a three-way console war and prices dropping faster than ever, but how long is this going to last?
Richard Errington, Doncaster

MIKE: With Nintendo's upcoming promising titles, till Christmas.
ALEX: Forever!
PAUL: For as long as people buy the good games, and not the rubbish ones, and you need to get CVG to find out which is which.



HEAD TO SCART

I have read a lot about how when you play DVDs on a PS2, the screen is green. But I just used the leads that came with mine and the colours were perfect. So what are these people on about?
Michael Hagan, London



For DVDs to look perfect, you have to play them through a Scart lead. For PS2 owners, if you try to play a DVD through a Scart lead, the screen turns green, so you have to play them through the leads supplied with the machine. There's hardly any difference in quality but to get the proper digital signal you should use a Scart. Only real sad geeks can tell the difference, though...

Do you fancy having 15 minutes of fame in CVG? Then wing your high scores, challenges and opinions to us right now!
Write to us at:
Freeplay, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD.
Alternatively, email us at:
mailbag.cvg@dennis.co.uk

JUST SHUT UP!

I'm sick of all you losers bitching about the gaming industry. Every magazine I open there's always someone saying "Nintendo has lost its touch" or "There just aren't any good games anymore". Are you people crazy!? Look at GTA III, Golden Sun or MGS2. And there's plenty more to come too.
cabdragon

So there. To infinity. Double infinity. Infinity infinity. Etc. etc...

CVG STINKER

MURRAY SQUALKING

Greetings, oh sages of video games! I wish to have a small moan about your preview of Office Mountain last issue. It's perfectly all right to suggest that the mountain could be Kilimanjarou *[sic.]* or Everest, but a hill near Basingstoke? Either you flunked your geography exams or Mr CVG Editor has been keeping you locked in the office too long!

There are no hills near Basingstoke, only bumpy fields. As a resident of Basingstoke, I also feel insulted that it is always seen as a mere stain on the Road Atlas of Britain – I happen to like the place.

I would also like to say, as my letter is undoubtedly gonna get the Golden Bone (hint, hint), that GameCube rocks. Also, is there ever gonna be an EarthBound game released in Europe (on GC, probably)? I'm already impressed by its quality just playing as Ness in Smash Bros Melee! Thanks for your time.
Murray Thomson, Basingstoke

CVG: Murray, we know you're having a laugh, but sheesh – you mention the word Basingstoke three times and spell it correctly. You mention Kilimanjaro once and you get it wrong. Extra homework for you, laddie. Away with you!

"HELP ME, OH WIZARD"

Meet the Wizard. Our grizzled guru can tell you which next-gen console would suit you best, based on your personal tastes. We accept no responsibility if he's wrong, or stupid or just a bit smelly...*

Dear Wizard,
The consoles I own are a GBA, N64, PS and PC. I like Zelda, Snowboard Kids and The Sims. I love (all) Star Wars, Space Cowboys and (original) Indiana Jones.
Victoria Poyner

Victoria – what a pretty name. As pretty as springtime in Middle Earth, when elves sing of love lost and hobbits dance a merry jig. Anyway, to business. I suggest you buy a GameCube and keep your PC for playing sims on. Next!

Hey, wizard guy,
I've got a Dreamcast a PSone, a Game Boy and a Game Boy Advance. My favourite games are FF8, Shenmue and Jet Set Radio. My favourite films are Ocean's Eleven, Shrek and U.S. Marshalls.
The Real Mad Max

Do not refer to me as 'wizard guy', impertinent mortal. Only suitably polite and grovelling requests warrant a reply, like this one...

Oh great Wizard, I own a PS2, Dreamcast and Super Nintendo. My favourite games are FFX, Jet Set Radio and Super Mario World. My favourite films are Evil Dead 2, Chasing Amy and Star Wars. My thanks to you if you can help throw light on what console to get next.
Phil Allen

Thank you, young Phil. Based on your likes I suggest you buy a PS2, despite your love of Mario. To me you sound like a gentleman in pursuit of the deep and sometimes dark, and the GameCube's lack of role-players could prove a drawback for you...

Oh wise and powerful wizard, please help me.
1. GameCube
2. Gauntlet, CC: Red Alert, GoldenEye
3. Leon, Star Wars, Commando
Ta,
James

James, you precious little munchkin, you already have a next-gen console. Don't be greedy. Now be gone.

Help me, Oh, wizard!
Console: N64
Games: Zelda, GoldenEye, Mario 64
Films: Pulp Fiction, Scream, The Matrix
Gergers

Very to the point, little man. A bit more grovelling wouldn't have gone amiss. Still, based on your answers it seems obvious to me that you should buy a GameCube.

Current console: N64
Three fave games: 1. ISS Evolution. 2. Super Smash Brothers Melee. 3. Spider-Man The Movie. Three fave films: 1. Spider-Man 2. The Mummy Returns 3. The Scorpion King. Please help me, Game Wizard, and I will give you £999,999,999,999.
Inzanyweirdo

I wish to be addressed by my proper title, which is "Oh, Great Wizard", or "Masterful, goodly, wise Wizard". However, I will answer your request, providing you send the money. I think you should get a PS2.

*If you want the Wizard's help, send us an email marked "Help Me, Oh Wizard" stating your current console, three fave games and films.

SHORT STUFF

I heard a rumour of a PS3. I don't know if this is true so could you please shed some light on the matter.
Brett Charlton

CVG: *Sorry, mate, the PS3 exists in the 'distant future' and at the moment we only know about the 'present' and the 'near' future.*

I would just like to ask what brand names of bog roll you guys get and which one do you recommend for me?
Sir Gimpesq

CVG: *We print off scripts from the Resident Evil movie and use those...*

Stop rocking – I get seasick real easy. I even get seasick in the loos at Allders.
Antony-Mouse

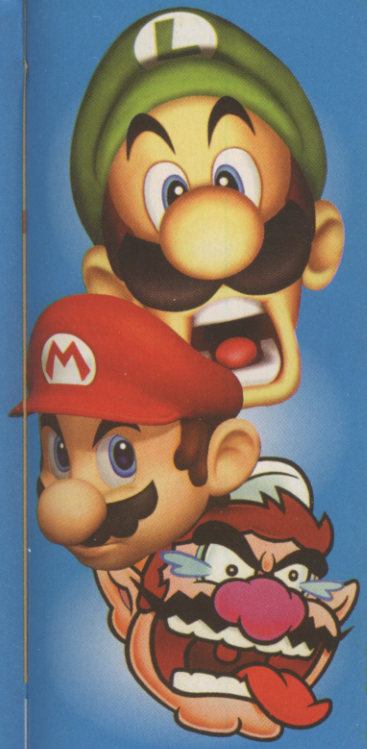
CVG: *Return to your home planet. Earth's atmosphere does not suit you.*

Can you put some abusive comment under this, please?
Tom Webb, Portsmouth

CVG: *Sure, Tom. You smell like poo.*

I willl not be buying CVG anymore if you do not put more challenges in the mag.
Ian

CVG: *Okay. We challenge you to buy CVG every month.*



Too late. The lack of a signature fooled no one either – the only reason we allowed you bag into Mailbag was for your annual clip and public flea-bath, Wolfie.

SHEEP IN WOLF'S CLOTHING
What's up with Mario, Luigi and Wario's moustaches? They look like they should be pool cleaners rather than plumbers. And Solid Snake is a grumpy old man with a mullet who must be going through a mid-life crisis. Obviously Raiden looks like a ninny, wearing a bondage suit. Tidus is similar, except he looks like he's still stuck in the disco era. The only thing that can save us now is Dark Wolf. You better give me the Golden Bone or I'll lose my will to live and become a crazy bum that stands on the Tooting highroad with a bottle of grog talking crap.

DRAWINZ
WOT MICHAEL DID

CVG's temporary artist-in-residence Michael Samrai twiddles his nib

IT'LL GRAB YOU!

The 165-card EXPEDITION™ Base Set is the start of something new!

A cool, new card look. New game effects. A new type of trainer card.
New attacks. And a foil in every booster. *Grab some today.*

Pokémon® TRADING CARD GAME

Phone the Game Support Line on 08457 125599 to find a stockist near you
email: wizards@hasbro.co.uk

Wanna Play? www.wizards.com/Pokemon

Available from Argos and all good independent toy & hobby shops

Pokémon USA, Inc.
© 2002 Pokémon.
© 1995–2002 Nintendo/Creatures Inc./GAME FREAK inc.™ & ® Nintendo.
Manufactured and distributed by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc.
The Wizards of the Coast logo and the play-level logos are trademarks of Wizards of the Coast, Inc.

EXTENDEDPLAY

GET THE MOST OUT OF THE GAMES YOU'VE GOT

***Still* can't handle all the hidden tapes on Tony Hawk's? Or are you embarrassed by the problems you're having knocking 'em in on ISS2? Don't bother practising – just cheat, with the aid of this month's selection of killer tips!**

SSX TRICKY

GC XBOX Enter any of the following cheats at the title screen by first holding down L1 and R1, then quickly tapping in one of the combinations below. You will not be able to save any of them though, so re-enter each time you switch on your machine.

MIX MASTER MIKE
Y, Y, Right, Y, Y, Down, Y, Y, Left, Y, Y, Up
MALLORA BOARD (ELISE ONLY)
Y, Y, Right, X, X, Down, B, B, Left , A, A ,Up
MAX ALL ATTRIBUTES
B, B, Right, B, B, Down, Y, Y, Left, Y, Y, Up
UNLOCK EVERYTHING
Y, B, Right, X, A, Down, B, A, Left, X, Y, Up

RED CARD SOCCER

PS2 If you enjoy playing with animals, then you really ought to check out this cheat.

UNLOCK TEAMS AND STADIA
Create a new profile using the name BIGTANK and save it. This new profile will have all the stadia and teams unlocked, including all the weird teams such as the dolphins, apes and ninjas.

STAR WARS: JEDI STARFIGHTER

XBOX **UNLOCK NEARLY EVERYTHING**
Enter LONGO as a code.

ZOE: THE FIST OF MARS

GBA To get the 25-scene ending, destroy more enemies than the Mars Angels in scene 12. To get the 24-scene ending, destroy less enemies than the Mars Angels.

DEAD OR ALIVE 2

PS2 If you've just bought this on Platinum, then you will certainly be wanting to unlock this set of extra characters.

BAYMAN
Bayman can easily be unlocked by playing and beating Story mode with all 12 original characters on any difficulty setting. Once you have unlocked Bayman, he can be used in all game modes except Story mode and Watch mode.

TENGU
Unlock Tengu by collecting ten stars in Survival mode with any character. Stars will not start appearing as items until after Bayman has been unlocked. Like Bayman, Tengu cannot be used in Story or Watch modes.

HUNTER: THE RECKONING

XBOX **NIGHTMARE MODE**
Finish the game to unlock this harder version. This also unlocks the Alternate Hunter mode. Both can be accessed from the Special Features option.

V-RALLY 3

PS2 The following tips were sent in by Jon Young.

MITSUBISHI LANCER EVOLUTION VI
Win the 1.6L Championship in Career mode.
SEAT CORDOBA REPSOL
Beat challenge mode.
SUBARU IMPREZA 2000
Win the 2.0L Championship in Career mode.
TOYOTA COROLLA V-RALLY
Set a record on all tracks.

THE SCORPION KING: SWORD OF OSIRIS

Enter the character colours Blue, Green, Green, Blue to get level select.

GBA

REALLY STUCK?

Absolutely stumped on a game? Ridiculed by your mates? There is hope: the Computer And Video Games Tips Helpline.

0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

STAR WARS JEDI KNIGHT 2 JEDI OUTCAST

PC To activate the following cheats, you must first enter the console window by pressing Press SHIFT+~ or SHIFT+¬ during gameplay. In the console window type in either helpusobi1 or devmapall to enable cheats.

Close the window, then re-open and type in one of the following codes, followed by the level you wish to set that ability at (1, 2 or 3).

SET ALL LIGHTSABRE ABILITIES
setsaberall
SET FORCE JUMP LEVEL
setforcejump
SET FORCE HEAL LEVEL
setforceheal
SET FORCE PUSH LEVEL
setforcepush
SET FORCE PULL LEVEL
setforcepull
SET FORCE SPEED LEVEL
setforcespeed
SET FORCE GRIP LEVEL
setforcegrip
SET FORCE LIGHTNING LEVEL
setforcelightning
SET JEDI MINDTRICK LEVEL
setforcemindtrick
SET FORCE LEVEL FOR ALL ABILITIES
setforceall
SET FORCE LEVEL FOR ALL ABILITIES
setforceall

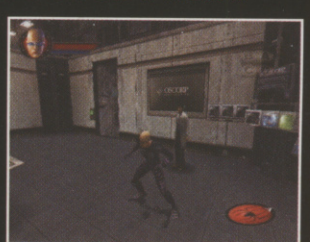
SPIDER-MAN

Enter any of these cheats in the code part of the specials menu. Laughter will confirm correct code entry. Re-enter a code to disable it.

FIRST-PERSON VIEW:
UNDERTHEMASK

COOLANT IN GLIDER:
CHILLOUT

MATRIX ATTACK:
DODGETHIS



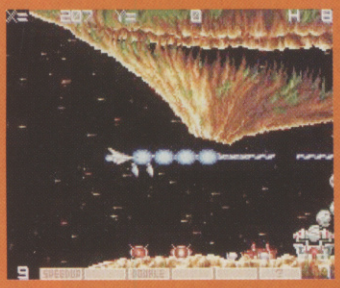
GREY GOBLIN-TYPE COSTUME:
FREAKOUT

CRAZY TAXI

PS2 **BICYCLE TAXI**
At the character selection screen hold down L1, then R1. Let go of L1, then let go of R1. Hold down R1, then hold down L1. Release R1, then release L1. Now choose your character.

GRADIUS ADVANCED

GBA **ALL POWER-UPS**
Pause the game and tap in Up, Up, Down, Down, L, R, L, R, B, A, Start.



STAR WARS EPISODE 1: STARFIGHTER

PS2 You lot have been snapping this up now that it's on Platinum. Input the following codes in the password option.

CODE	EFFECT
OVERSEER	All levels
BLUENSF	Secret ships
ANDREW	Two-player mode
MINIME	Invincibility
DIRECTOR	Extra camera angles
JARJAR	Reversed controls
NOHUD	No heads up
WOZ	Christmas FMV
HEROES	Picture gallery
SHIPS	Enemy ships gallery
PLANETS	Pre-production art
SIMON	Pictures of Simon
TEAM	Pictures of the team
CREDITS	View the credits

CIRCUS MAXIMUS

XBOX Unlock extra goodies, Roman-style.

TRAINING CHALLENGES
Beat Tournament mode.

MINOTAUR AND SCORPIUS
Beat Tournament mode on the Advanced setting.

SALLUS AND AGRIPPA
Beat Tournament and Academy modes.

GERMANIA TEAM
Beat the Germania level in Tournament on Advanced difficulty.

EGYPTIAN TEAM
Beat Alexandria level in Tournament on Advanced difficulty.

ZOOCUBE

GC Finish the Pacific Ocean level on Classic to unlock Gold difficulty setting and the Gulf of Mexico level. Then complete the Pacific Ocean on Gold to get the Platinum difficulty setting.

SMUGGLER'S RUN

PS2 The following codes should be inputted into the in-game pause menu. A sound will confirm correct code entry once achieved. You just need to repeat a code if you want to disable its effect.

EFFECT	CODE
Invisibility	R1, L1, L1, R2, L1, L1, L2
Lighter cars	L1, R1, R1, L2, R2, R2
No gravity	R1, R2, R1, R2, Up, Up, Up

V-RALLY 3

GBA Complete the season mode with one of the first two cars in the game in order to unlock an extra four cars. Then you can use the Subaru to complete V-Rally mode again to unlock the remaining cars.

JAMES BOND IN... AGENT UNDER FIRE

PS2 GC XBOX To unlock cheats in Agent Under Fire, you will need to earn a number of medals in the singleplayer game. In order to get a Platinum reward, you will first have to get a Gold and then play the level again, finding all the 007 icons on each level. You can use the Platinum rewards in the multiplayer game.

TROUBLE IN PARADISE	
Gold	Golden Gun
Platinum	Rocket Manor

PRECIOUS CARGO	
Gold	Golden CH-6
Platinum	Golden Gun Mode

DANGEROUS PURSUIT	
Gold	Unlimited Missiles
Platinum	Stealth Bond

BAD DIPLOMACY	
Gold	Golden Accuracy
Platinum	Gravity Boots

COLD RECEPTION	
Gold	Golden Clip
Platinum	Guard

NIGHT OF THE JACKAL	
Gold	Golden Grenades
Platinum	Viper

STREETS OF BUCHAREST	
Gold	Lotus Esprit
Platinum	Alpine Guard

FIRE & WATER	
Gold	Rapid Fire
Platinum	Calypso

FORBIDDEN DEPTHS	
Gold	Golden Armour
Platinum	Arsenal

POSEIDON	
Gold	Golden Bullets
Platinum	Cyclops Oil Guard

MEDITERRANEAN CRISIS	
Gold	Regenerative Armour
Platinum	Poseidon Guard

EVIL SUMMIT	
Gold	Unlimited Ammo
Platinum	Carrier Guard

YOUR BEST TIPS

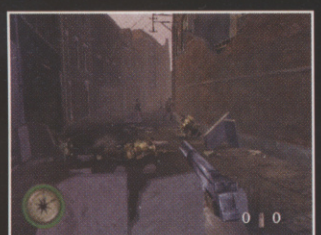
Every month the best reader tip will be printed and will score one of the latest games as a prize. Send your tips to: barny_zoeller@dennis.co.uk or

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1T 4JD

MEDALOFHONOR:FRONTLINE

The following codes must all be inputted in the password option and then activated in the bonus menu.

SILVER BULLET MODE: Enter WHATYOUGET. Allows you to kill enemies with one shot



PERFECTIONIST: Enter URTHEMAN. Not a lot of leeway with this one: a single shot will take you out

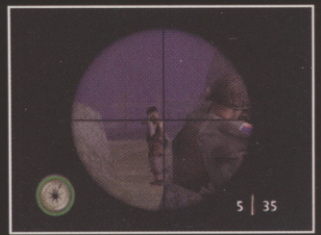
MOHTON TORPEDOES: Enter TPDOMOHTON. This gives you bigger and better bullets

INVISIBLE ENEMIES: Enter WHERERU. You will only be able to see the hats and guns of the enemy

MEN WITH HATS: Enter HABERDASHER. Puts objects on people's heads

RUBBER GRENADES: Enter BOING. Gets grenades bouncing like mad all over the place

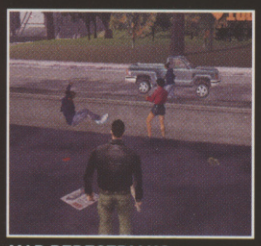
BULLET SHIELD: Enter BULLETZAP. This will lessen the effect bullets have on you



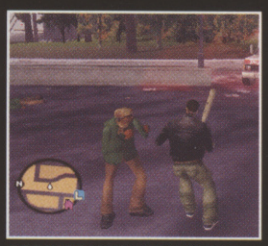
ACHILLES HEAD MODE: Enter GLASSJAW. Only head shots can kill the enemy.

GRAND THEFT AUTO III

Enter any of the following GTA III codes during gameplay by just typing them in. A message will flash at the top of the screen to confirm correct code entry.

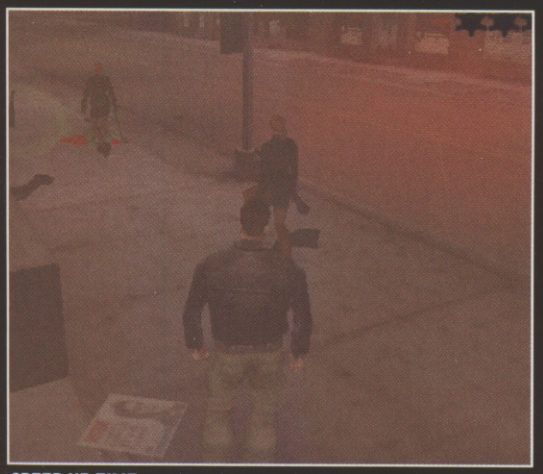


MAD PEDESTRIANS: itsallgoingmaaad

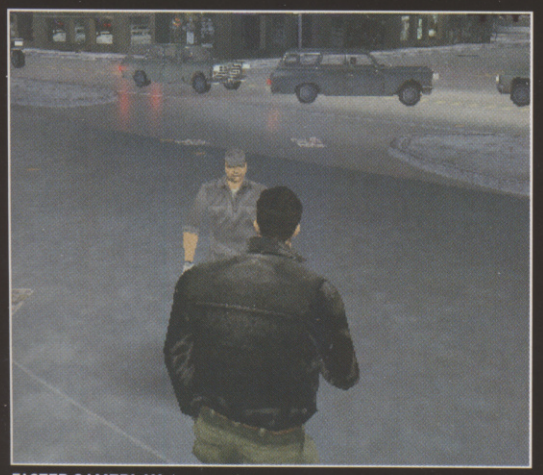


PEDESTRIANS ATTACK YOU: nobodylikesme

PEDESTRAINS FIGHT: weaponsforall



SPEED UP TIME: madweather



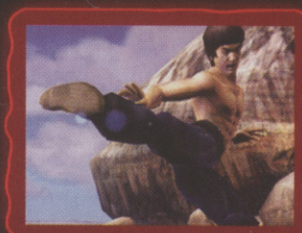
FASTER GAMEPLAY: booooooring

UNIVERSAL INTERACTIVE

ONLY ON XBOX

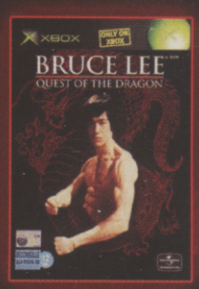
FIGHT TO CARRY ON HIS LEGACY

BRUCE LEE
QUEST OF THE DRAGON



• Fight as Bruce Lee, with authentic motion-captured Jeet Kune Do moves.

• Battle your way through London, Hong Kong and San Francisco in 30 action-packed levels.



XBOX

"Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft."

RONIN

Bruce Lee: Quest of the Dragon © 2002 Universal Interactive, Inc. Bruce Lee and the Bruce Lee likeness are trademarks and/or registered trademarks of Concord Media Enterprises, Inc. All rights reserved.

RESIDENT EVIL PLAYER'S GUIDE

Guide Jill to safety with Alex Huhtala's essential survival tips

1 CHOICE OF CHARACTER

Choose your character wisely. This guide is written from Jill's point of view and although the puzzles and battles are the same for both characters, there are subtle differences between them. Jill starts the game with a handgun, lock-pick and has eight item slots; Chris, meanwhile, has a survival knife and only six item slots, with no lock-pick, making his adventure slightly harder. However, it is a lot easier to shoot zombies' heads off as Chris than it is as Jill, so she will use the Lighter and Fuel Canteen more.

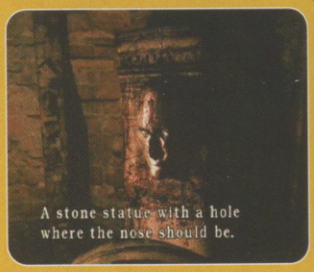
Replace the shotgun with the broken shotgun to get out safely

When playing as Jill, you'll free the imprisoned Chris

2 SWORD KEY

When Barry asks you to explore the first floor of the mansion, enter the room with double doors opposite the Dining Hall, kill the zombie and push the chest of drawers to the statue of the woman carrying water. Pick up the map of the first floor. Head back through the Dining Hall to the western hallway and go up to the second floor. There are two zombies in the hallway on this floor. Kill them and pick up the Arrow near the statue on the floor.

Examine the Arrow and keep the Arrowhead. Head back into the Main Hall and then out into the Graveyard. Use the Arrowhead on the grave with an indentation and a staircase will open. Notice the space for four Death Masks and pick up the Book of Curse. When you turn it around you'll find the Sword Key.



Pick up the Book of Curse here!

The First Floor map is hidden in the statue, so look carefully

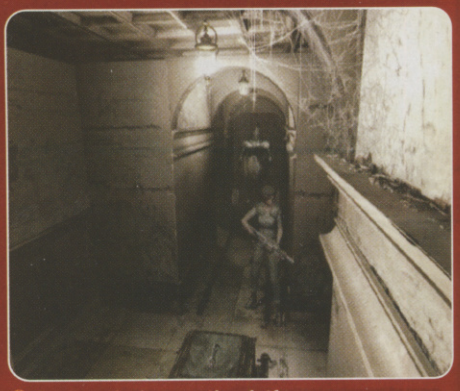
3 ARMOUR KEY

Pick up the Dog Whistle in the Study on the eastern side of the second floor and take the memo. Now make your way to the second floor balcony, equipped with enough ammo and healing items.

Use the Dog Whistle and kill the dogs that come at you. They will take five or six gunshots or two shotgun shots. Take the Dog Collar and examine it and you'll get the Replica Key.

Head back to the far western staircase and go up to the third floor room, where knights on rails guard the Armour Key. Swap the key you have with the replica.

Look out for the Knights protecting the key



Replace the keys on the platform

The Knights are a bit over-protective

Solve the puzzle first or be gassed

4 DEATH MASK 1/ KNIGHTS PUZZLE

When you enter the Knights Room, the knight statues will come out. You need to push them all in, in order to release the Death Mask.

Push the knight statues in the following order: top left, bottom right, top right, top left, bottom left, top right, bottom right, bottom left. Next, pick up the Jewellery Box; to open it, push the two switches that resemble a heart. You will find the Death Mask hidden inside the box.

ELLIOTT SAYS...
However tempting it may seem, do *not* open the front door; those stray Cerberus are hungry beasts and are after a fresh meal (like your throat!)

ELLIOTT SAYS, "CHECK IT!"
Remember to check everything! Examine all items and put two and two together. A jewellery box can be combined with a jewel, an unlit fire can be ignited... (well, duh)

5 MASK 2

In the Stained Glass room, match the colours of the paintings to the jewellery on the painting. The picture closest to the painting (bracelet) needs to be orange, the second purple (necklace) and the third green (crown). A door will open, taking you into the Graveyard, where you can pick up the second Mask.

Make sure the glass and jewellery match

The crows won't attack you so don't waste your ammo on them

Use the Herbicide in the water supply here to kill the strange creature

With the creature successfully gone, go and collect your prize

6 MASK 3

Take the Herbicide from the Garden passage on the first floor and head to the Vine room on the other side of the mansion. You'll find a creature with tentacles on which the bullets won't work. Use the Herbicide in the water supply and it will kill the creature, allowing you to pick up the third Mask. Pick up as many Herbs in this room as you can carry and put them in your Item Box; you will need them later.

Jill's quite a piano player; just find the music score

7 SHIELD KEY

In the Music room opposite the Dining Hall pick up the Music Score 1. In the kitchen on the opposite side of the mansion, light the candles on the table and push the cupboard. After killing the zombie hiding in there, pick up the Music Score 2. Combine the scores and you have the Moonlight Sonata.

Head back into the Dining Hall and pick up the Wooden Emblem above the fireplace. Now go to the music room and play the sonata. A secret door will open. In the passage replace the Gold Emblem with the Wooden one and head back into the Dining Hall. Use the Golden Emblem above the fireplace. The Clock will open and you face another puzzle. The hands on the clock must correspond to the painting next to it. Move the hands so that the small hand is at 6pm. Pick up the Shield Key.

Match the clock hands to the clues in the paintings

8 MASK 4/SNAKE BOSS

Go back to where Richard is recovering. (Note: the first time you encounter Richard and need to heal him, you must do so as quickly as possible or he will die.)

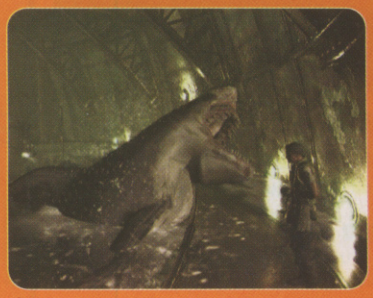
Open the Attic door with the Shield Key and battle the snake boss. Keep shooting it with the shotgun or the grenade launcher and Richard will help you. After Richard is killed, pick up his assault shotgun and shoot the snake until you chase it away. Pick up the fourth Mask and head back to the graveyard with all four. You will have to finish the snake boss later. Be careful of the snake's poison.

Psst! Oi! He's behind you, idiot!

Look out for the poison; this snake isn't exactly friendly

9 NEPTUNE SHARK

In Room 001 pick up the Control Room Key and go down the ladder in Room 002. You will encounter three sharks in the Aqua Ring in the underground lab.



Face to face with the Neptune shark

One fried shark to go. Hold the chips

Head for the Control Room opposite the entrance. There, the white panel on the desk will tell you the number setting for the gas pressure. Use the security computer to the right to start draining water. Pull the shutters on the glass wall. They get stuck so go to the computer opposite the glass wall and release the lock. Just outside are three gas tanks; use the one with the number corresponding to the white panel (2).

Release the security lock again and pull the shutters. The water in the pool is drained. Back in the drained pool room, pass the shark, which appears to be dead, and climb onto the platform. When you try to grab the Gallery Key, the shark jumps out. Push the fuse box into the water, turn the power on to electrocute the shark, and grab the key.

10 PLANT 42

You don't actually have to fight this boss – simply prepare the V-Jolt chemical following the instructions in the Gallery Lab and use it on Plant 42's roots. The roots are in the underground lab, next to the Control Room. Head back and in the cutscene Barry will help you defeat the boss.

Where's Alan Titchmarsh when you need him?

Mix the chemicals correctly to avoid this boss

Pick up the Helmet Key and head back to the mansion. On the way back, remember to pick up the Stone and Metal Object, as you will need them later on.

ELLIOTT SAYS, "BURN'EM"

This may seem a bit obvious, but burn zombies with kerosene. This extra effort will save you from fighting the demonic redheads (they're not actually ginger, mind)

11 STATUE ROOM/ MOVING WALL ROOM

Push the statue at the entrance straight through and the walls will start closing in on you. Run behind the right wall and push the switch. You need to be quick so run back to the statue and push it into the opening to the left. As you haven't got too much time here, you only need to start pushing the statue into the wall recess for the mechanism to kick in and finish the job for you. A secret passage opens and you will find the Eagle Medal.

You only need to get the statue in front of the recess, not all the way in

Double whammy! A medal *and* a secret passage. Result

12 ANIMAL HEADS ROOM

As you enter this room, you will see the stuffed eagle on the wall following your movements. Push the two chests of drawers so that they are under the stuffed animal heads and notice that the eagle will lock on at one point, allowing you a little manoeuvring time. Turn the lights off and see the yellow and red glow in the eyes of the stuffed animals. When the eagle is locked on, grab the Yellow and Red Gems. The Red Gem is used to open the second Jewellery Box and the Yellow Gem is used to get the MO Disk (with the Blue Gem) on the Tiger Statue.

This is almost worse than being on Big Brother. Maybe not a good idea to get naked right now

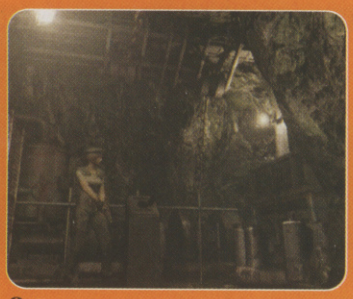
You can only pick up the gems when the eagle hasn't got his watchful, beady eye on you

13 WATERFALL MINING AREA

You will need the Battery found in the Storage room near the Kitchen to power up the lifts outside so that you can get under the waterfall. When you have powered the lift in the Mining Area, go down with Barry. Explore the area and head through the only door available. You will encounter Lisa Trevor in the long corridor. Don't try to kill her – she walks in a pattern and you can avoid her.

Look at your map and head right, push the crate to the transport lift and head back to where you left Barry. He'll take the lift up and leave you stranded. Go down the ladder to see the crate you transported appear, push it to the garbage compacting unit and you'll get the broken flame-thrower. Take it and head back towards Lisa Trevor. Push the switch on the first junction of the corridor; it's on a timer so run at the locked door. Use the flame-thrower on the hook to release the lock.

Enrico dies before naming the traitor



Power up the lift to leave the mines

14 LISA TREVOR – BOSS BATTLE

Lisa Trevor is a fairly indestructible boss and as you are reunited with Barry here, you have to try to protect him from Lisa too. Give Barry his gun back if you want him to help you.

There are four chained stones here that you should use to defeat Lisa. Shoot her until she falls then run to each stone and push it over the edge. When you've pushed the final stone, the lid on the coffin will slip out and Lisa will jump into the abyss.

Push the stones over the edge

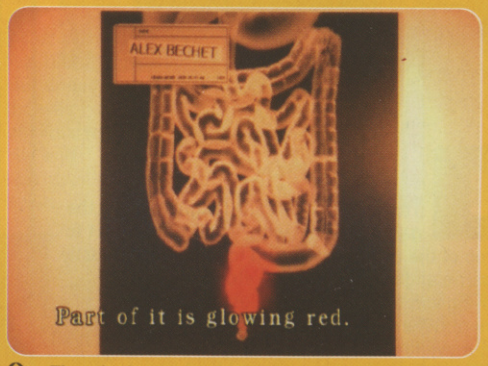
Give Barry his gun and he'll help

15 X-RAY ROOM

When you arrive at the lab area, most doors are locked. Solving the puzzle in the X-Ray Room will open up a number of locks. First, notice the X-rays on the wall; the initials on them are AB and EF. Next, pick up the two X-rays with initials CD and GH and slot them alphabetically into two empty slots in the lit wall.

Pick up the report and look at the left wall where organs are named. Turn the light switch and notice that an organ is lit red on each X-ray. The initials spell CELL, your password to unlock the Video Room on B2 floor. To log onto the computer, use JOHN as a log-in name and ADA as a password.

Arrange the X-rays alphabetically...



...Then do the same with the highlighted organs

ELLIOTT SAYS, " RUN AWAY!"
You'll encounter Lisa (the two-faced hunchback) at least three times. Resist the temptation to rip her a new one and conserve your ammo – she's invincible

Blatant product placement

Refuel your fuel container here

16 ESCAPE

To power up the lift in the Power Area, enter the long maze of corridors leading to the main power computer. In the first room, go right and pick up the empty Fuel Container. Explore all three rooms before you refuel and kill all Chimeras. In the second room is the GameCube that reads the third MO Disk. Head back and refuel the Fuel Container in the room opposite the X-Ray room. Walk as running may cause an explosion. Put the Container back and head into the third power room and power up the computer. Head back to the door with the three now-released locks to find the imprisoned Chris.

17 TYRANT BATTLES

There are now two final battles remaining, both of them with the infamous Tyrant, last seen in Resident Evil: Code Veronica.

The first Tyrant is released by Wesker and can be killed easily; just try to avoid him hitting you. Make sure you have two First Aid Sprays or Green and Red Herb Mixes and shoot him with the Magnum or Grenades. The second Tyrant battle is right at the end. He arrives after you've used the signal rockets. Hit him with everything you've got and if you want the best ending, try to draw the Tyrant's attention away from Barry and Chris.

Just when you thought it was over... er, it wasn't

Draw the Tyrant's attention away from Barry to save him

STUNTMAN PLAYER'S GUIDE

Joff Brown shows you how to nail the game's hardest stunts

Make sure you line up just right here, or else you'll miss that train and crash spectacularly

1 A WHOOPIN' AND A HOLLERIN' SCENE 3: TAME THE TRAIN

This is the first really tough scene in the game. To start with, you'll need to get to the top of the ramp and line up to jump off at exactly the same angle as the train. Watch out for that annoying van that comes in at just the wrong moment. When you're on the train several tries later, move forward to the lower car and stay there to make sure you're not smashed by the bridge.

Don't get off the train until the last minute – it's free speed you don't want to miss out on. When you come off, bust through the table and the sign, then make sure you get through the car gap and the car wash at top speed. Quickly head for the marker ahead and to the left or you'll be crushed, then turn 180° when you get there.

Next, get in between the trains, but whatever you do, don't touch either one of them or you'll crash. Now it's just a case of dashing forward down the track and swerving left to avoid the oncoming train.

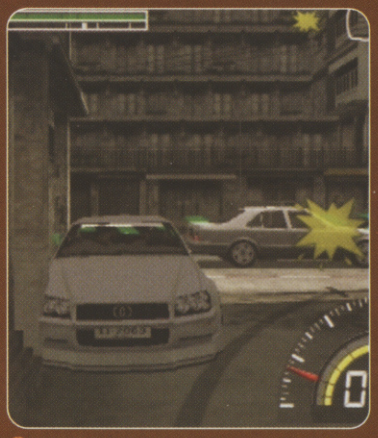
This bit's tough, so keep your speed right up and look out for the strategically placed car wash

2 BLOOD OATH SCENE 2: DOWNTOWN DASH

Take two lefts into the alleyway, then hold down R1 and R2 to see behind you as you reverse. Dodge past the cars round the corner and stay on the right past the rubbish bins. You'll now reach a long stretch of wide road.

When you get to the ramp, take it just under full speed so you land on the top of the truck. Make it through the checkpoints and come out near the dock, but look out for the telegraph pole by the tables you need to smash through. In the next section, keep an eye out for the cars from either side.

The next checkpoint's on the left. Keep left and you'll soon be at the final jump. Line up exactly, and take it just under full speed again to land on the final target.



Use the reverse view to help yourself out near the start of the level

This jump can be a pain, so best not to take it at absolutely top speed

3 BLOOD OATH SCENE 4: ROOF-TOP RUMBLE

These Tuk Tuks are a nightmare! Making sure you don't get too near the explosion, swerve round the corner and don't take the stairs at top speed. Turn left in the building and out again.

Slow down after the next explosion to get through the small bridge, then speed up for the big jump. If you even scrape the walls before the next jump, you won't make it. When you're over, turn right sharply and follow the arrows. Take the down ramp at a reduced speed or you'll topple over. Watch out for the next jump – follow the arrows and don't take it! Then you'll get to another down ramp leading to the small ledge. You have to keep to a set speed on this narrow balcony or you'll come off too fast.

Now head through the gap, line up for the jump through the truck and speed up for the tight final jump. Be warned – a car will approach from the left just when you least expect it.

Well done, but remember to line up well for the jump straight after this

You'll only fall over if you take these at too quick a pace, so mind your speed

The centres of explosions will slow you down

4 CONSPIRACY SCENE 2: HUNTED BY MICROLIGHTS

Turn left twice and accelerate past the first explosion, then head left past the second explosion. The next checkpoint's hidden behind the trees, so go forward but avoid the nasty stone on your left.

Make for the jump facing exactly forward, then follow the arrows. Go at top speed in order to avoid the falling tree at the next jump. Aim for the top end of the tree to hit the checkpoint. It helps to take the next part in first-person perspective to aim for the snowman and jump into the microlight, then avoid the dead tree in the centre of the checkpoint.

As you hit the hut turn sharp right. Stick to the mountain edge so you don't fall, then follow the last few checkpoints to the big jump at the end.

Try not to lose seconds correcting your direction

Don't go too fast or you won't be able to steer

5 THE SCARAB OF LOST SOULS SCENE 3: TEMPLE TRAP

This is one fast-moving stunt scene. Head through the first car gap and past the entrance, but slow down and take the first jump on the left facing right. Follow the arrows to the small entrance and up the stairs. Turn 180° and go through the gap and into the gun placement. You might need to back up to take the big jump over the wall now.

Smash into the machine gun between the fences, then head slightly left up the next ramp. Try not to miss the checkpoint. Go left through the crates, through the gap and take two more lefts. Turn right up the stairs and get past the vehicle. Now just turn right and jump the last ramp – you won't even need to be going that fast.

Get through this gap and you'll hit the machine gun

6 THE SCARAB OF LOST SOULS SCENE 4: SINK THE U-BOAT

In this scene you must be still moving while you shoot or you'll never get through the gap made by the two vehicles.

Use the fallen obelisk as a ramp and head to your right on the other side to hit the next checkpoint. Now you must bust through the hut and past the checkpoint.

After you've passed a few more cars, you'll come to a broken bridge. You don't need to be travelling all that fast to get across it, but you will need to travel at top speed to break the plane's wing and then turn right for another explosion. Turn around for another one, then break through the wall. There are several stalls to break here.

Follow the arrows to make it round the twisting track, then break through the last wall. On the other side, the U-boat's waiting, so jump carefully to finish the scene.

This thing might be heavy to handle, but it's got a great big gun to compensate

Get up the fallen obelisk or be destroyed!

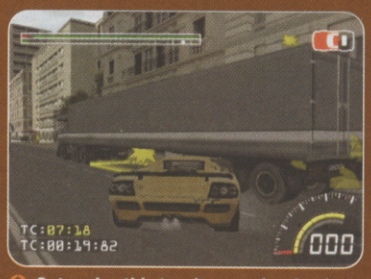
7 LIVE TWICE FOR TOMORROW SCENE 4: MOVING TARGET

Turn left onto the pier and head down to the end. Uh-oh, a 180° turn! Don't decelerate; use your speed to pull a handbrake turn all the way round and down the other side. Follow the markers and turn left at the end, past the car and through the car gap. Now it's all about chasing the van.

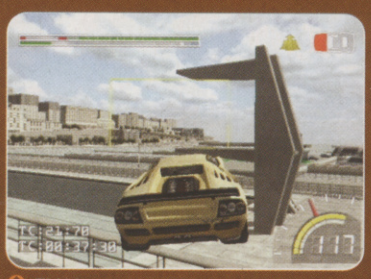
Head straight or you'll flip upside down

Handbrake turn here at top speed

Follow it, then take the small jump slowly. Keep chasing till you see a ramp. Get this one straight or you'll spin. Return to the lower boardwalk and follow him past the 180° turn and through the streets. Keep following round another U-turn, then follow the van when it dives off the road. Head round to the car park past the checkpoint, then, right at the end, just ram the van and you'll have completed this scene.



Get under this truck or you're dead



This is one tough jump to make

8 LIVE TWICE FOR TOMORROW SCENE 5: STOP THE STEALTH JET

This car is *fast*; control it gingerly or you'll crash constantly. Try first-person view, as you switch into it when you're under a truck anyway.

First, hit the tables then get straight back on the road. Zoom round the next two corners, then get under the first truck, out the other side and past the second. Turn left to the checkpoint, then go right ahead under the next truck and jump. Handbrake turn at the end of the pier and head back.

Get through the cars and onto the lower pier. When you're through the gap after the boats, turn round through the cafe and take the next jump at full speed. After the explosions, press L1 to jump out of the car. If you can finish this, you're a true stuntman!

REVIEWS

THIS MONTH

You know those parties you sometimes go to where there's one stand-out stunning honey attracting all the attention? And you know how no matter how nice/clever/loaded the other girls might be, you and the lads will always end up swarming around the prettiest one, waiting for your chance to impress and claim her as your own?

Well that's what it has been like on CVG this month, but instead of a bronzed lovely, we've been fawning over a middle-aged plumber in dungarees. Not even new instalments in killer franchises like Turok and the legendary Tekken saga have held our interest long enough to tear us away from trying to grab that elusive Mario Shine.

Reviews this month are all moot anyway, I reckon. Any self-respecting gamesplayer won't want to blow any cash until October 4 when you can buy a UK version of Super Mario Sunshine and a GameCube on which to play it. Yes, despite the moustache, Mario really is the prettiest girl at the party right now, no matter how hard this month's games try.

Lee Skittrell
Games Editor

LEE

PS2 Tekken 4 → 76
XB Turok Evolution → 80
PS2 Project Zero → 82
GBA MegaMan Zero → 84
PS2 Disney's Stitch: Experiment 626 → 84
PS2 Pro Tennis WTA Tour → 85
PS2 TOCA Race Driver → 86
PS2 Legion: The Legend Of Excalibur → 88
XB Splashdown → 88
PS2 Pac-Man World 2 → 90
PS2 Lethal Skies → 91
PC Medieval:Total War → 91
GBA Super Ghouls 'N Ghosts → 92
GC Top Gun → 93
XB Bruce Lee → 94
PC Aliens Vs Predator 2: Primal Hunt → 94
GBA Frogger: The Great Quest → 95
PS2 Mat Hoffman's Pro BMX 2 → 96
PS2 MX Superfly → 98
PC Sudden Strike 2 → 99
GC Capcom Vs SNK 2: EO → 100
PC Mafia → 102

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons.
Editor

WHAT THE SCORES MEAN

1/10 Why, God, why?
2/10 Stinks. Never play this
3/10 A waste of your money
4/10 Maybe rent, never buy
5/10 Very average
6/10 Fairly solid but nowt special
7/10 Tasty
8/10 Quality game. Consider buying it
9/10 Class on a disc
10/10 An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

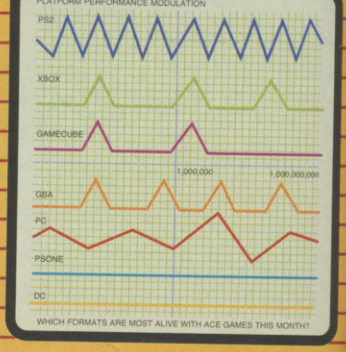
CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

FLATLINE



CVG TOP FIVES

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

CVG's mini bible of the greatest games for the latest systems

If you can't find any new releases that pickle your gherkin in this month's Reviews section, then check the games below – they're the very best games around right now for the formats in question.

And if you can't decide what new games system to buy, again, check the games below – if there aren't any on one particular format that you want to play, then simply choose another format.

Each issue we'll update our lists to include any new releases worth including, and no doubt every month some of you will be sufficiently outraged by our choices to write in and complain...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC[1] | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | NEW ENTRY | B BUDGET GAME

PS2

GRAND THEFT AUTO III
D DMA P Take 2 £ 39.99 B I 241 NP 1
A violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2
D Konami P Konami £ 39.99/ I 244 NP 1
Cinematic stealth action elevated to an art form, just cut a tad too short

GT3: A-SPEC
D Polyphony P Sony £ 20 B I 237 NP 2
Quality handling and looks, plus it's a game that lasts longer than most real motors. Probably

PES
D KCET P Konami £ 39.99 I 240 NP 8
Aka ISS Pro Evo 3. Fast, well-balanced footie that rewards dedication

VF4
D Sega AM2 P Sony £ 39.99 I 246 NP 2
Hidden depths make this fighter more a way of life than a mere videogame. Even better than we first thought

XBOX

HALO
D Bungie P Microsoft £ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

TONY HAWK'S PRO SKATER 3
D Neversoft P Activision £ 44.99 I 245 NP 2
Improved trick system and environments. The definitive extreme sports experience

DEAD OR ALIVE 3
D Team Ninja P Microsoft £ 44.99 I 243 NP 4
Fantastic-looking fighter, a bit gimmicky, but nevertheless solid stuff for all standards of player

PROJECT GOTHAM RACING
D Bizarre P Microsoft £ 44.99 I 243 NP 4
More accessible take on Dreamcast's seminal MSR, with added Ferrari-smashing goodness

AMPED: FREESTYLE SNOWBOARDING
D Microsoft P Microsoft £ 44.99 I 242 NP 4
Snowboarding sim with impressive freedom to roam and an innovative Career mode

GAMECUBE

SUPER MONKEY BALL
D AV/Sega P Infogrames £ 39.99 I 246 NP 4
Cute, hardcore, vertigo-inducing thumb-teaser with loads of modes and plenty of replayability

NEW ENTRY **RESIDENT EVIL**
D Capcom P Capcom £ 39.99 I 250 NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

PIKMIN
D Nintendo P Nintendo £ 39.99 I 248 NP 1
Imaginative action-strategy played against the clock, with touches of Miyamoto genius

STAR WARS ROGUE LEADER
D Factor 5 P LucasArts £ 44.99 I 246 NP 1
Great-looking, if highly derivative, thrill-a-minute thumb-masher that's so very Wars

SUPER SMASH BROS MELEE
D Hal Laboratory P Nintendo £ 39.99 I 247 NP 4
Painfully fast fighter or homage to all things Nintendo? Both, though a bit niche

GBA

GOLDEN SUN
D Camelot/Nintendo P Nintendo £ 29.99 I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D Nintendo/Intelligenre P Nintendo £ 29.99 I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D Nintendo P Nintendo £ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D Nintendo P Nintendo £ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

TONY HAWK'S PRO SKATER 3
D Vicarious P Activision £ 34.99 I 246 NP 4
Technically impressive. Loadsa challenges and tricks but the isometric viewpoint can sometimes be slightly awkward

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99 I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D Firaxis P Infogrames £ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

OPERATION FLASHPOINT
D Bohemia P Codemasters £ 29.99 (Gold Edition) I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

SYSTEM SHOCK 2
D Irrational P EA £ 19.99 (Compilation) B I 216 NP 1
Well-plotted role-player shooter adventure-cum-chiller with the atmosphere Deus Ex lacks

HALF-LIFE
D Valve P Vivendi I 206 £ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases – even today

PERSONAL RECOMMENDATION

This month: **Chris Roberts,** Criterion

Chris Roberts, senior designer, Burnout 2, Criterion Games

RIDGE RACER SERIES
D Namco P Sony £ 5 (ebay.com) NP 1
"I've never been closer to a heart attack while playing a game than during the duel against the White Angel car in Ridge Racer Revolution. All the games feel so fast, and I love fast racing games."

VIRTUA TENNIS
D Sega P Sega £ 10 (ebay.com) NP 4
"I think when a tennis game is done well it provides one of the perfect forms of videogame entertainment. Virtua Tennis is, in my opinion, the best tennis game and I never get tired of it."

ICO
D Sony P Sony £ 40 NP 1
"The most beautiful and atmospheric game I have ever played. It really made you care about the characters and inspired real emotion. Everyone should experience it."

MEDAL OF HONOR SERIES
D EA P Electronic Arts £ 40 NP 1
"This series lets you take part in all your favourite war movies. It's done with such skill that you get totally sucked in. They also have some of the best sound I've ever heard in a videogame. Crank it up and you'll be ducking for cover."

PRO EVOLUTION SOCCER
D Konami P Konami £ 40 NP 8
"For the way the players move and react, the AI, the seemingly infinite ways of scoring, the controls... No other footie game comes close. When two players of equal skill clash the tension and excitement are unmatched."

BEST IMPORT

SUPER MARIO SUNSHINE
D Nintendo P NIntendo £ £69.99 (US Import)
UK release: Oct NP 1
"We've had a copy of the Japanese version for a couple of months, but with the US release it's now all in English – whoopee!"

CVG THE READERS TEAM

Meet some of the readers that helped put this special issue together

ANOTHER EXCUSE TO PRINT THEIR MUGS!								
WHO ARE YOU?	**Elliott Linger, Reviews Editor**	**Ed Zitron, Previews Editor**	**Andre McLeod, News Editor**	**Dan Gerrella, PS2 Expert**	**Sohail Khan, PS2 Expert**	**John Hobbs, Xbox Expert**	**Krishan Pandya, Xbox Expert**	**Tim George, Art Editor**
FAVOURITE GAMES OF ALL TIME?	Zelda: Ocarina Of Time Super Smash Bros Melee Pokémon Red/Blue	EverQuest Morrowind Street Fighter Alpha 3	Final Fantasy VII GoldenEye ISS Deluxe	Final Fantasy VII Grand Theft Auto III Ape Escape	Resident Evil Deus Ex Capcom Vs SNK 2	GoldenEye Legend Of Zelda: Ocarina Of Time Metal Gear Sold 2: Sons Of Liberty	Shenmue II Devil May Cry Guilty Gear X	Zelda: Ocarina Of Time Final Fantasy X Sonic The Hedgehog
GAME YOU'RE MOST LOOKING FORWARD TO?	LOOKING FORWARD TO: *Mario Sunshine*	LOOKING FORWARD TO: *Mario Sunshine*	LOOKING FORWARD TO: *Metroid Prime*	LOOKING FORWARD TO: *Ratchet And Clank*	LOOKING FORWARD TO: *Mario Sunshine*	LOOKING FORWARD TO: *Resident Evil*	LOOKING FORWARD TO: *Devil May Cry 2*	LOOKING FORWARD TO: *Mario Sunshine*

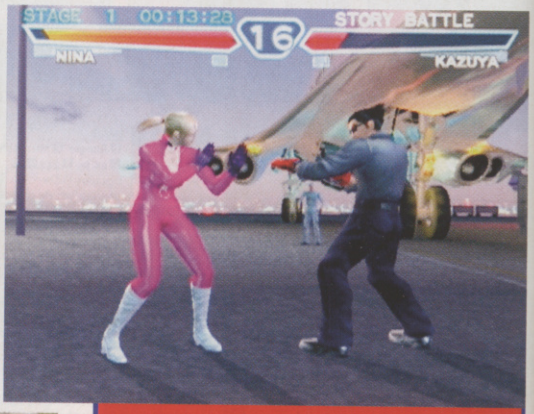
TEKKEN 4

Does the **PlayStation favourite** have the **muscle** to stay on top?

GAME INFO BOX

NUMBER OF PLAYERS: 2
COST: £39.99
PUBLISHER: SONY
OUT: SEPT. 27
DEVELOPER: NAMCO
URL: HTTP://UK.PLAYSTATION.COM

In the jungle there isn't a whole lotta space to move around, so be ready to avoid being trapped



You need to shuffle back quite a way before reaching a vertical surface at the airport

Some of you have been waiting a long time for this, a true sequel to Tekken 3. We think you may have preferred to wait a while longer.

When a major league contender makes an entrance, we CVG staff tend to lose our heads. We hope for the best, though we know that it's usually odds against a dream come true. Sometimes we're gleefully rewarded – take Mario Sunshine. But in the case of Tekken 4, we came crashing down.

We expected more, and that's the grind. We were fully prepared for Tekken 4 to take VF4 and bust it up bad, yet it hasn't progressed much beyond Tekken Tag. And even that was a placeholder until the supposed real deal was unleashed. This sequel looks amazing but lacks the impact of previous true sequels Tekken 2 and Tekken 3. Even the most dedicated fans of the series recognise this, and rumour has it that Namco is already considering a significant update.

PS2

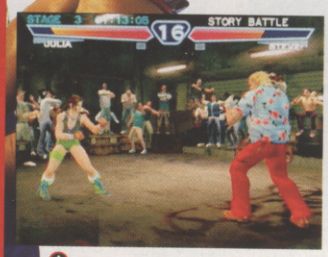
Violet is the same as Lee, only he wears shades and a blouse

Combot tells fibs about his fishing trip. Nasty little robot!

Eddy Gordo is back, but only as a palette swap for Christie

BANGING THE PROVERBIAL HEAD

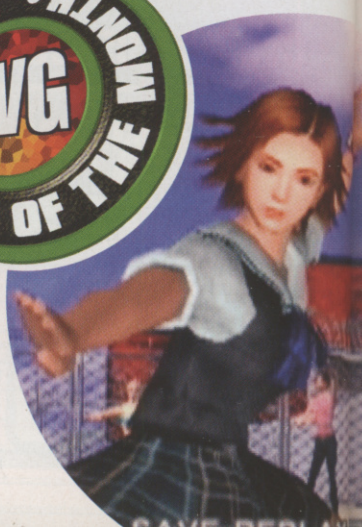
Raising walls in the new Tekken has given rise to new complications. Though Namco has been more



The guys in the background can be knocked over too

The revamped Tekken Force mode has four areas to survive

CVG GAME OF THE MONTH



100% GENUINE KICK-ASS KINGS

No matter how low we feel about the stunted gameplay development, the characterisation in Tekken 4 is the best yet. Namco's art team has created the toughest line-up of beat 'em up celebs, setting standards in cool that others (cough... Sega... cough) can only imitate.

adventurous in its placement of barriers – constructing lifelike urban environments in addition to the likes of cages and rocks – these occasionally intrude on the action. In terms of fighting games, it's obviously a problem to have the view obstructed, even for an instant, when you're watching the other guy's every twitch. A longer testing period at Namco would have ironed out this problem. No doubt the arcade version will undergo some revisions, but the PS2 version is stuck with it.

FEELING UNMOVED

If only every character in T4 was as outstanding as Steve Fox, the British boxer. Steve is an example of what we were looking for in a full-on sequel, but unfortunately he doesn't boast such talented company. Remember the impact of seeing Ling Xiaoyu, Eddy Gordo and Jin Kazama for the first time? It was mesmerising; a clear step up from the many similar fighters in Tekken 2.

Sadly, in Tekken 4 only Steve makes an impact, and, okay, maybe Jin again, but we'll come to him in a mo'.

Marduk is quite unspectacular and probably the weakest in terms of character design. His moves are far from memorable, and he has too many easy moves that cause a fair amount of damage.

But our most hated character, despite looking so goddamn hot, is Christie Monteiro, who is almost exactly Eddy Gordo apart from a stunning change of appearance. It's not surprising that Christie is one of the least-played characters in the arcade. We can only imagine that Namco ran out of time with her.

CALAMITY JIN

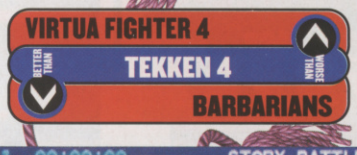
You may be aware by now that Jin Kazama's repertoire of techniques has undergone a complete overhaul. So much so that he is pretty much a new character. Players have had to come to terms with the idea, but here's where CVG stands on the whole Jin thing: we think it's a mess.

In every other successful fighting game the leads have remained faithful to their original style, from Ryu to Ryo, through Kasumi and Akira. We spend so long mastering the techniques of our favourites that the least we assume is

Miharu is the new girl in school. She's Ling's mate, but maybe not as cute

Newcomer Steve Fox is tricky to learn, and tough to fight against

Christie is basically Eddy Gordo in a sexy disguise, and plays like a dog



Marduk looks mean, but he's among the least exciting characters. Ah well

to find most things the same. Improvements and additions are expected, but a whole new routine is a nasty shock. Hey, but if you're new to the series who cares, right?

In spite of all that, Jin Kazama is currently the top-ranked character for Tekken 4 in the arcades. Perhaps he has remained true to some of Namco's original intentions for him in terms of being the most balanced fighter in the game. Plus, that hood is cool – no wonder Sega just ripped it off for Goh Hinogami in VF4 Evo!

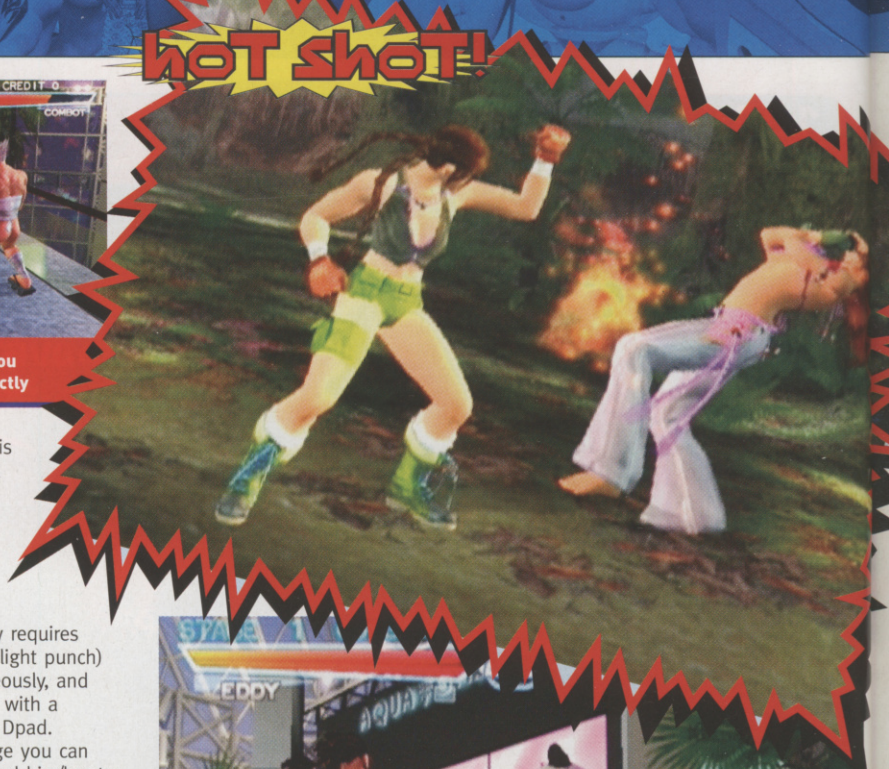
WHEN PUSH COMES TO SHOVE

Easily the most intelligent addition to the Tekken series is the Position Change technique. This is the move that allows all fighters to grab hold of the other guy and push them away, or drag them through a 180° arc so that your positions are reversed. The move only requires two buttons (light kick, light punch) to be pressed simultaneously, and the results are modified with a directional input on the Dpad.

Using Position Change you can shove someone back, hurl him/her to the side, or go for the full reversal of position. In each case the opponent is disorientated long enough for a speedy attack. However, the most advantageous use of Position Change is when the hapless party is thrust into a wall. In that situation you have the possibility of a wall stun, leaving the opponent wide open for just about anything you like. And with the addition of wall damage, it could all be over for them very soon indeed.

Lei smashes Violet into a telephone box prior to one of his slap-happy combos

A prompt is shown if you Position-Change correctly

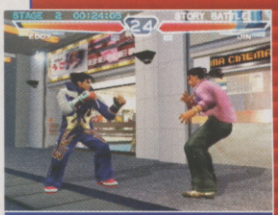


Eddy: "You think that's a good costume? Wait till you see mine!"

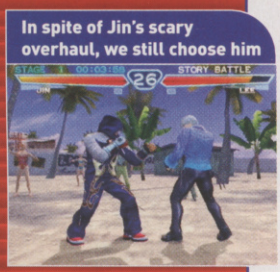
JIN KAZAMA FAN CLUB

If ever there were transfer deals in videogames, we reckon Jin Kazama could easily match the rumoured £72 million offer for David Beckham. He's without doubt the star of Tekken 4, despite giving his biggest fans the bird when Namco changed his fighting style.

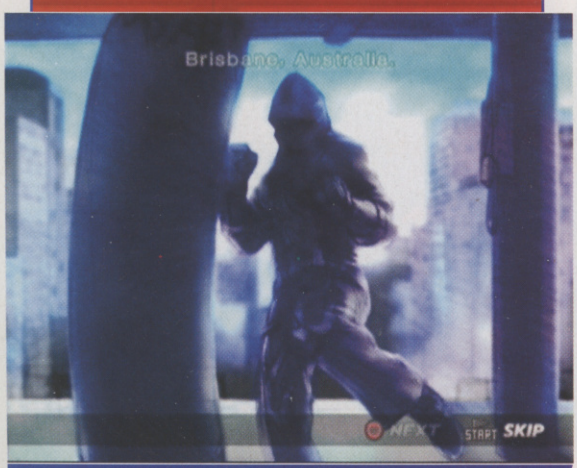
A classic match-up to rival the legendary Ryu and Ken



Jin's popularity comes from his balanced range of moves



In spite of Jin's scary overhaul, we still choose him



Rumour has it that Jin's trademark hood is insured for £12m

Hwoarang is the original stance-meister, a great character

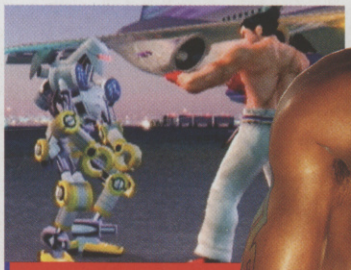
Julia boasts confusing, mixed-up combos but they're easy to do

INDOMITABLE NAMCO STYLE

You can always count on superb presentation in the Tekken series, especially in the home versions. Again, full marks to the art team on Tekken, whose character design is second to none. Indeed, one of the reasons Tekken has such a following is because of the mystique worked into every scar and tattoo on the street-tough contenders.

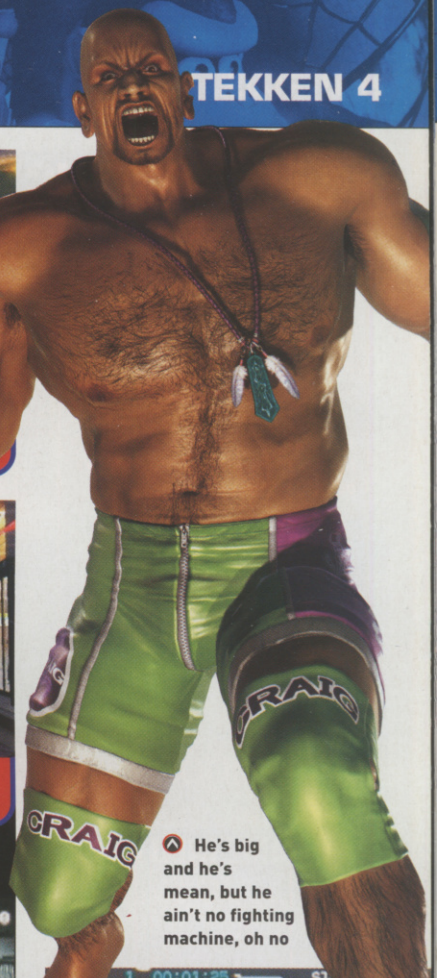
As required in PS2 Tekken 4, there are spectacular and

This is what Tekken 4 looks like when both controllers are placed on the floor...



Combot's batteries won't die if you wait!

Paul tries out a new kick that he learned from Shaolin Soccer



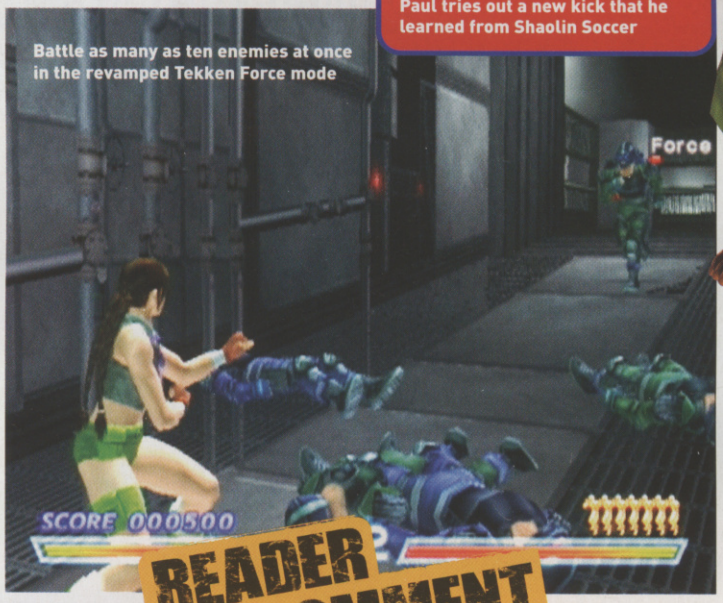
He's big and he's mean, but he ain't no fighting machine, oh no

The Fashion Police didn't know who to nick first, so left them to it

sexy movies at the end, for all fighters in the Story Mode. These can be viewed at any time in Theatre Mode. (You don't have to bother playing through again with the relevant fighter just to watch the movie!) There's also a Replay Mode, unlocked after completing Arcade Mode once. Unfortunately, this doesn't allow you to freeze-frame, or slo-mo like in VF4.

Also, at the risk of ending what *could* have been a positive section of this review on a downer, the Training Mode is nothing more than an introduction to your character's basic commands. Again, this pales in comparison to the one in VF4.

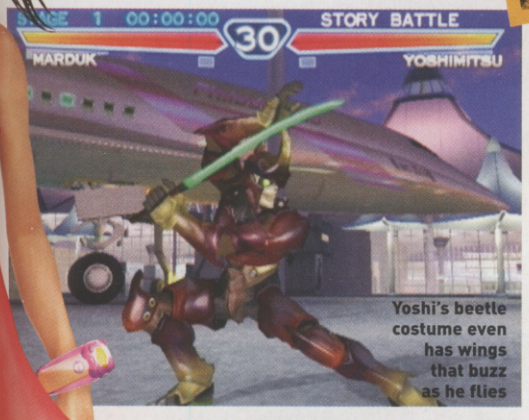
Finally, there's Survival Mode – see how long you can last without losing a round; Team Battle – your best guys against another's, and Time Attack in which you play through to the end of the game quick as you can. Obligatory stuff that we'd moan about if it wasn't there, but in actual fact, it's not that inspiring in the end. Disappointing.



Battle as many as ten enemies at once in the revamped Tekken Force mode

READER COMMENT

ED ZITRON "Where other fighters have moved on and developed, Tekken has sadly been left at a standstill. The latest effort is almost completely unchanged from Tekken 3, let alone TTT – a disappointingly unremarkable game. The graphics are astounding, though, and it's still good fun, but overall Tekken 4 offers nothing new to the genre."



Yoshi's beetle costume even has wings that buzz as he flies

Bryan really loves it when old Panda blows raspberries

FARCE OR FORCE

Tekken Tag's superb bonus game Tekken Bowl has given way for the return of Tekken Force, the roaming beat 'em up where you match your skills against many opponents at once. Force makes the most of the new Tekken engine, which is perfectly suited to handling attacks coming from all sides.

Unless you're pretty obsessive about it, though, we doubt you'll be playing Tekken Force even a quarter as much as the main game modes. We'd have preferred the effort to have gone into a new character... CVG

CVG VERDICT

The sequel we hoped for? You know it's not. Still one of the most impressive fighters on PS2 but given the choice, we'd buy VF4. Paul

7 OUT OF TEN

GOOD VS BAD

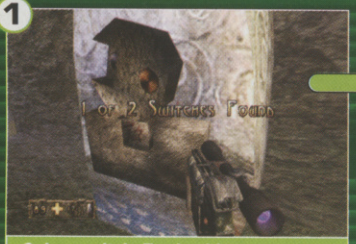
+	−
Excellent artwork, as ever	Christie Monterio is Eddy!
Clever use of walled stages	Jin Kazama... well 'isn't'
Steve Fox shows the way	Walls blocking the view

IF YOU LIKE THIS TRY THESE...

Virtua Fighter 4 (PS2), Capcom vs SNK 2 (GC)

PREHISTORIC PUZZLES

Turok games usually try to throw in a few puzzles here and there to spice up the non-stop killing jamboree. Evolution is certainly no exception to that rule. So keep a beady eye on the look-out for Tarkeen Keys or any strange mystical-looking knobs, many of which open portals.



1 Ooh, a switch. Try bashing up against it to see what happens

2 A second switch, just like the first. Give that one a chest-bash too

3 All that rubbing and a huge stone gorilla opens its gob to reveal the exit

TUROK EVOLUTION

Dinosaurs, big guns, and **lashings of gore**. It must be **Turok**

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**
COST: **£44.99**
PUBLISHER: **ACCLAIM**
OUT: **SEPT. 6**
DEVELOPER: **ACCLAIM**
URL: **WWW.TUROK.COM/EVOLUTION**

XBOX

Hungry, salivating crocodiles slither through the slime to greet you with their friendly smiles. Don't be fooled – oh, you weren't? Whatever, shoot them dead

Stealth levels are fun, but nothing to rival the tension of MGS2

The controls are easy to use, and you can switch weapons quickly

You think modern life is vicious? Road-rage, air-rage, rage-rage; Bladerunner starting to look closer to reality than it used to. Never mind, things could be a lot worse. Imagine if dinosaurs ruled the world. Even better, get a load of Turok Evolution, where dinosaurs really *do* rule the world and humans are their favourite yummy snack. *That*'s vicious.

DINOTOPIA

Turok Evolution is a prequel to the Nintendo 64 Turok series. The saga kicks off in Texas in 1886 when Native American Saquin warrior Tal'Set gets mortally wounded in a skirmish with ruthless rival Captain Bruckner and is inexplicably teleported to a parallel universe called the Lost Land.

All fascinating, but somewhat incidental to the real meat of the game. Turok Evolution is really all about you and a sackful of weapons kicking severe dinosaur booty.

We've gone all soppy – these leaping meerkats are so cute

It's always nice to see a happy family out enjoying a picnic

BONE TO BE WILD

As with the likes of Halo on the Xbox, the depth of detail is astounding. You can almost smell every tiny flower and see your face reflected in the milky glaze of each ravaged corpse's shiny skull. The environments are huge and you're basically free to roam at your leisure, keeping ears and eyes open for predators at all times.

REVIEWER MAURA SUTTON

If you thought the bow 'n' arrow was a bit primitive, try the rocket launcher

It all becomes rather ordinary once you penetrate the dank interiors

The AI is superb. Dinosaurs and soldiers stalk you inventively

Sometimes you just have to stand back and admire the scenery

Improved graphics on the Xbox also means more gore. From the opening moments when you use your sinister skin-and-bone War Club to decapitate an enemy warrior, sending gristle and bone splattering across the screen, it's clear it's going to be brutal.

But it always leaves you with choices. If you wound an enemy soldier, he will often drop his weapons and plead for his life. Have you got the 'stones' to shoot an unarmed solider in the face? And what will happen if you don't? Will your mercy be rewarded with a bullet in your back? Turok Evolution constantly asks such questions.

Seated on the Pteranodon, follow your friend Mayanna's commands

HALO
BETTER THAN TUROK EVOLUTION WORSE THAN
SOLDIER OF FORTUNE GOLD

Shoot at trees to send them crashing down on the enemy

JURASSIC CLASSIC?

Turok Evolution clearly aims to be much more than a regular first-person shooter, and certainly the first few jungle-based levels back this up, as do the flying levels, reminiscent of Panzer Dragoon. Here you get to ride on the back of a huge flying Pteranodon. Later on you even get to stealth-it-up when you try to sneak into an enemy encampment. However, the straight shoot-out sequences never quite live up to the promise of the early levels. CVG

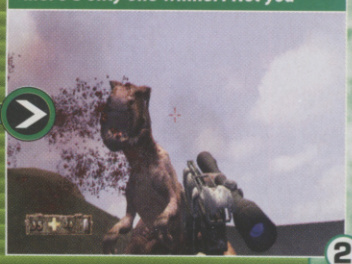
WONDROUS CREATURES

The dinosaurs are what make Turok Evolution a bit special. There's something incredibly magical about wandering around among them, and you truly get a sense of how gentle and noble some of these huge beasts must have been. And smelly, too.

1

Hold your breath so that you won't disturb the grazing Stegosaurus

In a head-to-head with the T-Rex there's only one winner. Not you



2

3

It's nice to see sabre-toothed tigers back from extinction, but they're a bit close...

READER COMMENT

JAMES HOBBS "Would you rather fight the poorly animated creatures of Turok 3 or the dino soldiers and dinosaurs of the first Turok? If you said the latter, you're in luck, as Acclaim has taken the series back to its roots. This prequel has luscious graphics and a really fun multiplayer. An essential buy!"

CVG VERDICT

Exploring a world full of dinosaurs is amazing, but the action doesn't quite live up to the standards of true FPS predators such as Halo. **Maura**

8 OUT OF TEN

GOOD VS BAD

+ Walking with dinosaurs
+ Atmospheric music
+ Inventive environments
− Stingy save points
− Later levels too samey
− Puzzles over-simple

IF YOU LIKE THIS TRY THESE...
Halo (Xbox), Dino Stalker (PS2)

PROJECT ZERO

Join the paparazzi of the damned to solve a sick murder mystery

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: WANADOO
OUT: AUG. 30
DEVELOPER: TECMO
URL: WWW.FATALFRAMEGAME.COM

We all enjoy showing off our holiday snaps, but how many of us have an album stuffed with candid shots of rancid corpses, ritual torture and quivering ectoplasm?

Step forward, Miku Hinasaki, a young Japanese girl with an interest in the supernatural. Miku has tracked her missing brother Mafuyu to a spooky, isolated Japanese mansion.

DEAD AS A DODO

The gameplay is a little like that of Luigi's Mansion, only here you take snaps of psychopathic ghouls instead of hoovering up cute Boos.

You nervously inch your way around the groaning, creaking halls, frequently freaking out at the sight of your own trembling shadow while keeping an eye out for clues and corpses. There are lots of Resident Evil-style blood-stained documents and notebooks to find, as well as plenty of standard survival horror puzzles to solve.

There are lots of weird flashbacks. Blair Witch Project without the snot

It's no surprise that DreamWorks has bagged the film rights to such a cinematic game

PS2

READER COMMENT

SOHAIL KHAN

"You kill enemies with a camera? It sounds really lame but actually, it's good. The gameplay can last quite some time because of the intriguing puzzles and enemies, and overall it's a mix between Silent Hill and Pokemon Snap. The sound quality put me off, though, and I'd rent it before buying."

CREEPING DEATH

Project Zero exudes a cloying, dripping tension enhanced by the macabre sound effects. There's a permanent pall of menace that gnaws steadily away at your nerve endings, the more you uncover of the twisted plot. Dismembered bodies and ancient strangling rituals are just the tip of a very bloody iceberg. Even more disturbing when you find out it's all based on a true story. Shudder.

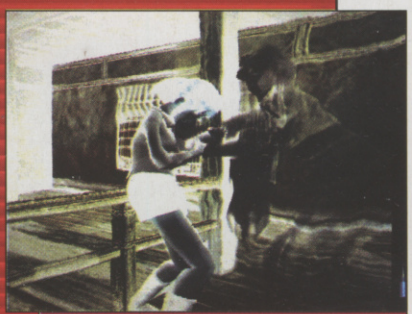
Ah, a room full of blood-stained kimonos. Quite normal really, just what you'd find in the average wardrobe...

SORRY, CHOPPED OFF YOUR HEAD

When your spirit warning light glows, press Circle to aim your camera

Miku has disregarded the route that most sensible people would choose (running away), and has ventured into the mansion. She'll need a weapon. But instead of a gun, she uses an ancient camera to exorcise the mystical power of the evil spirits in Himoro mansion. She can also snap more benign ghosts to earn points for camera upgrades.

A Shutterbug moment occurs when the ghost is trapped inside a glowing circle



If it escapes, you'll be shaken around like a rag-doll so use herbs to heal

CVG VERDICT

An unsettling game that will haunt you long after you stop playing. Might be too weird and grim for some, but gothic horror fans will love it. **Maura**

8 OUT OF TEN

GOOD VS BAD

+ Genuinely shocking plot
+ DualShock quiver effects
+ Japanese surroundings

– Relentlessly dark
– Not for the nervous
– Sick themes

IF YOU LIKE THIS TRY THESE...

Resident Evil (GameCube), Silent Hill 2 (PS2)

DESIGNED BY TIM GEORGE

Taking on 21 of the world's best rally drivers, on over 100 gruelling WRC stages, requires a little something extra.

Patience.

WRC II EXTREME

THE ONLY OFFICIAL GAME OF THE FIA WORLD RALLY CHAMPIONSHIP

COMING SOON

21 official WRC drivers. All 14 official WRC events. All 7 official WRC teams.
One officially staggering rally game.

World Rally Championship II Extreme © 2002 Sony Computer Entertainment Europe. All rights reserved. Published by Sony Computer Entertainment Europe. Developed by Evolution Studios. An official product of the FIA World Rally Championship licensed by International Sportsworld Communicators Limited.

evolution studios

uk.playstation.com
www.wrc.com

PlayStation.2
THE THIRD PLACE

MEGA MAN ZERO

It's **mega**, man. Ah

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: CAPCOM
OUT: SEPT. 24
DEVELOPER: CAPCOM
URL: WWW.CAPCOM-EUROPE.COM

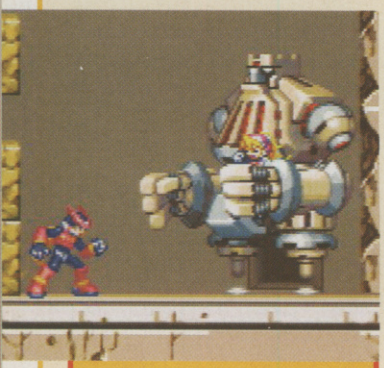
A Mega Man adventure especially for GBA: this is something to savour. Capcom has laid down the gauntlet by claiming this is the toughest in the series. After ten tries at defeating the first boss, we'd say it's true. And thanks to a new built-in rating system, which records the number of enemies destroyed and hits taken, we can't hide the fact either!

These spiked balls are a pain – take out the dropship to stop 'em

Zero's Beam Sword can be upgraded to perform combos

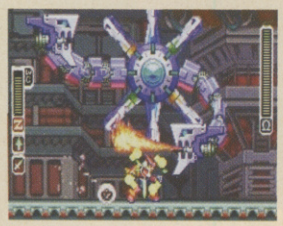
FROM HERO TO ZERO

You play as Mega Man Zero, Mega Man's robot partner from previous episodes. He's equipped with a Buster (gun) and Beam Sword. Upgrade these using power-ups collected from defeated bad guys, and enhance with special chips retrieved from the remnants of boss characters. You must find the weapon best suited to capitalising on the enemy's weakness. A fire-based weapon, for example, makes light work of ice-based foes. Classic and cool. VG


The first boss is a piece of cake, but watch the falling blocks

Attack the nest to deter these deadly mecha-bugs

An Egyptian boss sends out his minions to bite at Zero's heels


Charge your shots to attack bosses at precise moments

CVG VERDICT

Full-on action, wicked gadgets, terrific enemies. Difficult, too. Paul

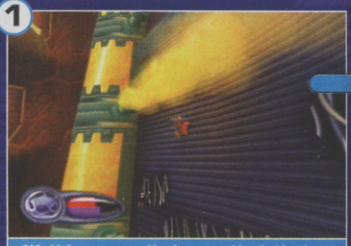
8 OUT OF TEN

GOOD VS BAD

+ Great bad guys
+ Wicked new weapons
+ Toughest MM ever
− Really, really tough
− The control set-up is slightly fiddly

DOES WHATEVER AN ALIEN CAN

Admittedly, Experiment 626 would be a much duller game if our hero Stitch didn't get to flaunt some of his special skills. Especially as he seems to have been busy brushing up on a few of Spider-Man's tricks, including wall crawling and hanging upside down.


Walking up walls is usually full of hazards, like the steam here

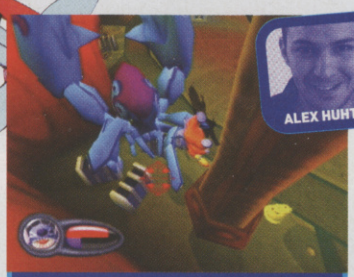
DISNEY'S STITCH: EXPERIMENT 626

He's **cute** but **destructive**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: OCT. 11
DEVELOPER: HIGH VOLTAGE SOFTWARE
URL: WWW.PLAYSTATION.DISNEYEUROPE.COM

You're sat in the cinema, staring at the big screen and laughing at the crazy antics of Stitch. He's so cool, you think. He's so funny. But how did he get to Earth? Well, Stitch: Experiment 626 is the prequel tie-in to Disney's forthcoming Lilo And Stitch animated feature that hits cinemas in October, and will fill in the blanks.



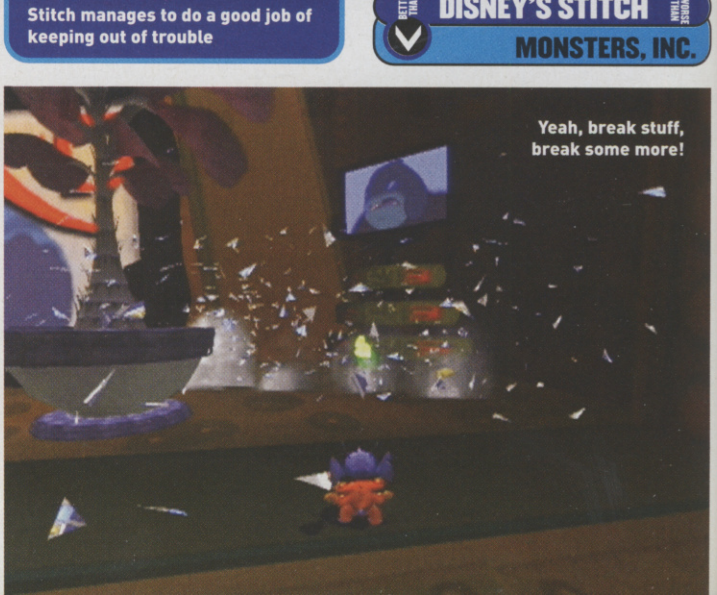
Stitch manages to do a good job of keeping out of trouble

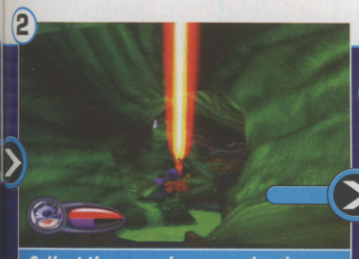
HANDLE WITH CARE

Stitch looks like a cross between a koala and a gremlin. He seems cute and helpless but he also just happens to be the most wanted fugitive in the galaxy.

With you controlling Stitch, the game centres on his quest for

JAK AND DAXTER — WORSE THAN
DISNEY'S STITCH — BETTER THAN
MONSTERS, INC.


Yeah, break stuff, break some more!



Collect the grapple gun and swing your way through the levels

Stitch can also move across ceilings, arachnid-style

Where's the hardcore, super-strength bug spray when you need it?

Hey look, isn't that the Cookie Monster's ugly brother?

freedom. You must escape from the lab where Stitch was created, cause as much destruction as possible and battle numerous enemies, including his rival, Experiment 621.

LICENSED TO KILL

Stitch: Experiment 626 is a quirky little platform game that happens to be based on a big licence. Great character design aside, it doesn't really offer anything new. With cute characters and plenty of wall crawling and swinging through levels, it borrows a lot from both Fur Fighters and the recent Spider-Man games.

There are also a few flaws. Camera glitches and unavoidable death are far too common, even with the benefit of infinite lives. For a title clearly aimed at kids it also has some surprisingly tough sections. We'd say, go see the movie and if you really love Stitch, buy a toy or a Happy Meal instead.

READER COMMENT

DAN GERRELLA

"If a certain film had not been continuously ripped off, the ability to freeze in mid-air and dodge bullets might still have been exciting. However, Disney's Stich: Experiment 626 is a basic platformer, and its only redeeming feature is the cartoony graphics. The controls are awkward and sensitive, making jumping and manoeuvring difficult. Definitely one for younger gamers."

CVG VERDICT

Stitch? He's cool and original. This game isn't. Alex H

5 OUT OF TEN

GOOD VS BAD

+ Great character designs
+ Excellent voiceovers
− Very repetitive
− Camera loses action
− Stitch is too small

PRO TENNIS WTA TOUR

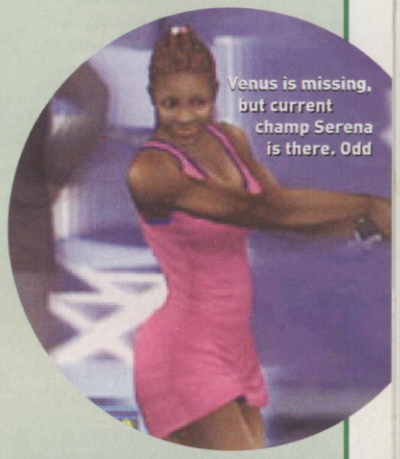
No balls. Anywhere

Playing doubles doesn't seem to improve the action

Flashy intro graphics give way to a tedious games of tennis

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: KONAMI
OUT: NOW
DEVELOPER: KONAMI
URL: WWW.KONAMI-EUROPE.DE

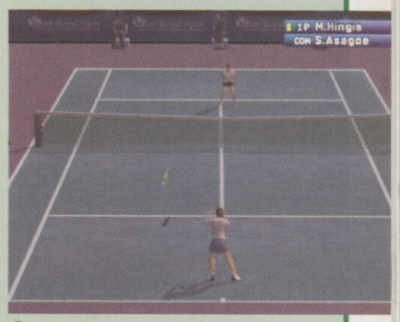


Venus is missing, but current champ Serena is there. Odd

Picture women's tennis and you can't help but think of Anna Kournikova. The game without her is like eating cereal without milk, or strawberries without cream: you're getting the basics but missing the thing that actually makes it interesting.

Pro Tennis WTA Tour is just like that. Even more important than the absence of Anna K (presumably, like fellow tennis goddess Venus Williams, she's missing due to licensing issues), there's not actually much fun to be had.

All the basics are there, like different championship modes, and there's a crazy 64-player knockout. Character animations are brilliantly motion-captured and court detail is impressive, but the whole thing fails to capture the excitement of tennis.



You can just hit the ball back and forth forever with no AI intervention

Line up with the power spot to slam the ball back

Check your progress through the ranks

CVG VERDICT

Looks swanky, but lacks what matters most: fun gameplay. Lee

5 OUT OF TEN

GOOD VS BAD

+ Looks delicious
+ 64-player championship!
− Sluggish controls
− No 'fun' modes
− Gets very dull

TOCA RACE DRIVER

Steer a **rookie** to fame and fortune

When most of us check our email we're bombarded with numerous invitations for steamy girl-on-girl web cam action or a lifetime supply of Viagra pills. Not so Ryan McKane. His invite him to race in some of the toughest international Touring Car championships imaginable, with the prospects of fame, glory and cash.

But becoming a legend is no easy task; conquering all the challenges in TOCA is harder than trying to crack a crash helmet with a wooden spoon.

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**
COST: **£39.99**
PUBLISHER: **CODEMASTERS**
OUT: **AUG. 23**
DEVELOPER: **CODEMASTERS**
URL: **WWW.CODEMASTERS.CO.UK**

PS2

YOUNG, DUMB & FUN

In the main Career mode you step into the manly size 11s of cocky gel-headed hero, Ryan McKane, in a story-led racing bonanza. The inclusion of characters and a plot doesn't affect the in-game action. However, the story does make the whole experience feel relevant.

If you provoke another pro on the track, a cutscene may kick in after the race, which sees that driver confront you in the pits. There are loads of nice touches like this scattered throughout your career. And these cutscenes help tie the game together better than any non-story-led driving title could.

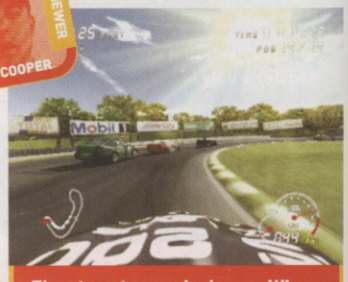
TOCA's presentation and structure are so polished and engaging that you always feel like continuing the chase for success. On your climb to fame you receive regular offers via email to drive for rival teams in various championships. If you land numerous podium positions, certain drivers will challenge you to one-on-one races. Beat them and you'll win their cars.

With 42 real-life touring cars to unlock, you've got your work cut out collecting the lot. Don't worry, though, 'cos having an awesome garage of motors at your disposal makes this long haul experience a happy and rewarding task.

Crash hard and a small diagram of your vehicle pops up

Get good in Career mode to receive more team offers

REVIEWER MIKE COOPER

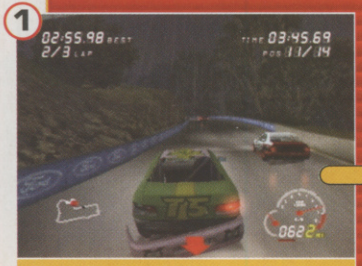


Time to put your shades on. When the sun is low, it'll get in your eyes

WHAT A SMASHING CONTEST

TOCA really comes into its element when you're immersed in a vicious fight for the lead with a thick pack of aggressive AI cars. Windscreens smash, bonnets crumple, bumpers fall off and the track is left looking like a scrap yard.

1



Brake hard on the bend, wait, then hammer the accelerator

A shunt from behind slams you into another car, damaging your bumper

2

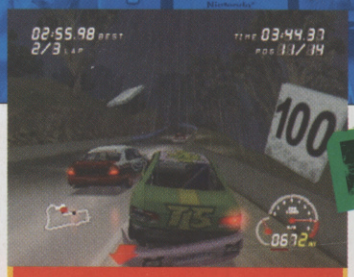
3

But a smart bit of oversteering quickly gets you back on track

Hold your ground or you could be shoved into the barrier

Keep an eye on the red arrow – it shows you where the guy behind is

Jostling for position on a bend is dangerous. Being aggressive is the only sensible option



A fierce nudge from an AI opponent sends you crashing through a sign

READER COMMENT

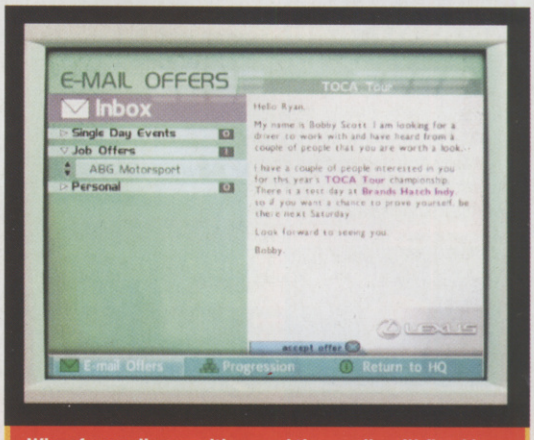
ED ZITRON

"Though I have no love for racing games, I quite liked TOCA. While quite difficult to drive at first, the cars are smooth to handle and a joy to play with. The story mode adds depth to the game and bridges the gaps between races with more style than other racers. A well-realised sim, with great graphics to match the gameplay."

Ryan meets the man promising to make him a legend. Fingers crossed...

Press L1 or R2 to swing the camera left and right. Very handy

It's essential to keep an eye on what's going on behind



Win a few podium positions and the emails will flood in

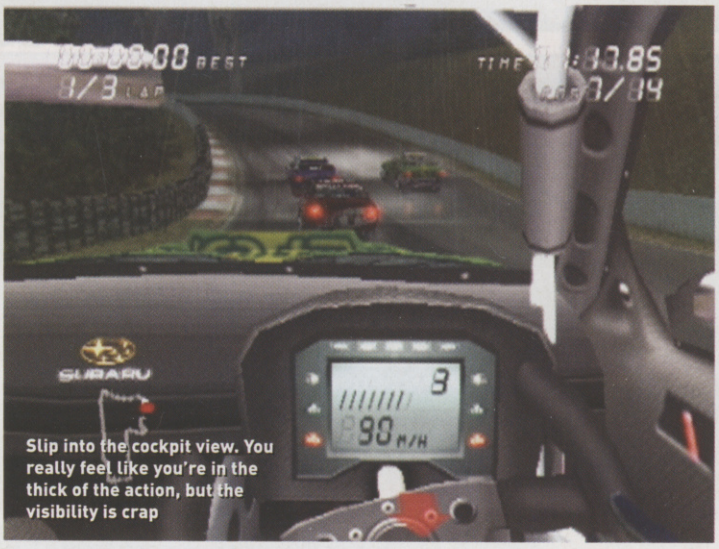
Be sure to brake in plenty of time. Once you hit the gravel trap, you're screwed

RACE O'CLOCK!

Like GT3, TOCA is an immense game with truckloads of action and entertainment. You really know that you've spent your cash wisely when you first take part in one of the adrenalin-fuelled 14-car races.

Each meet feels tense, aggressive and extremely fast. This is partly due to the realistic handling, forcing you to measure and time corners precisely. Couple this with ruthlessly cunning AI drivers who aren't afraid to block you, cut you up or prey on your every minor mistake, and you've got a recipe for one of the finest racing experiences on PS2.

TOCA's brilliant damage modelling system means that if you choose to go balls-out without any regard for your motor, you'll total it. This can screw your chances, because excessive damage affects the performance of your car. So balancing aggression with precision driving is a skill worth mastering if you're intent on becoming the best of the best.



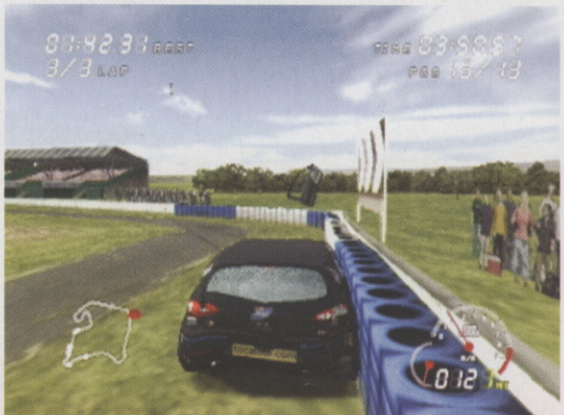
Slip into the cockpit view. You really feel like you're in the thick of the action, but the visibility is crap

SKID MARKS

TOCA falls a few feet short of GT3 in the graphics department. Gritty and dull-coloured, the tracks and scenery aren't nearly as smooth and visually spectacular. However, TOCA is still packed with atmosphere, generated by the various scenarios that pop up.

In some races you'll be blistering and skidding though rain at night – smash your headlights and things get tricky. Other challenges see you going head-to-head with 13 cars through narrow streets. Car parts and debris litter the tarmac because of all the frequent heavy impacts and crashes.

It's essential to devote bags of time to reap the full benefits of what's on offer. But if you're a committed race fan, this will probably be right up your street. CVG



Your Alfa Romeo slams into the barrier and a door flies off

GRAN TURISMO 3
BETTER THAN ▲
TOCA RACE DRIVER
WORSE THAN ▼
LE MANS 24 HOURS

CVG VERDICT

The story-led Career mode helps breathe life into the world of sim racing games. The multi-car race action is intense, too. **Mike**

8 OUT OF TEN

GOOD VS BAD

+ Aggressive 14-car races
+ Well-tailored and engaging Career mode
− Environments often dull
− One minor mistake can cost you the race

IF YOU LIKE THIS TRY THIS...
Gran Turismo 3 (PS2)

PS2

LEGION: THE LEGEND OF EXCALIBUR

READY, MEN – CHARGE!

All your Arthurian heroes have different skills but most will either be good at combat, like Arthur and Lancelot, or better at magic, like Merlin. Make sure you balance your team!

1

This swoosh appears after a close-combat combo

Swirly effects can only mean one thing – magic!

2

Swords and sorcery in Camelot

Who cares if there was really a King Arthur or not – the legend of Arthur and his Round Table buddies will make a fantastic videogame, right? Legion wants to be that game, and uses an original mixture of role-playing, real-time strategy and all-out action playing styles to tempt you into its medieval world. It's this mix that makes Legion unlike any other console game.

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: MIDWAY
OUT: SEPT 26
DEVELOPER: 7 STUDIOS
URL: WWW.MIDWAYGAMES.COM

COMMAND OR DIE!

You can command up to four heroes at once by assigning each to a shoulder button on the pad and you can switch between your heroes. So you could control King Arthur in mêlée combat while sending the rest out to scout the area or battle enemies lying in wait.

Legion's bold mix of styles works well and makes the game's slight

SPLASHDOWN

Experience wild water Sea-doo racing without getting wet

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £44.99
PUBLISHER: INFOGRAMES
OUT: AUG 30
DEVELOPER: RAINBOW STUDIOS
URL: WWW.INFOGRAMES.CO.UK

Splashdown may not be the best name for a water-based racer, but what can you do when someone else has already picked the 'does what it says on the tin' moniker Wave Race and built a great Jet Ski racer around it? To avoid further confusion for anyone who doesn't bother looking at the name on the box, Splashdown does away with the nimble Jet Skis and allows you to race the hogs of the water, Sea-doos, instead.

Ahh, Venice, but where are the gondolas?

So close, you can almost feel the spray

JUST A LITTLE BIT MORE

It's been nearly a year since Splashdown was first released on PlayStation 2. We liked it back then and dig it even more now, as this isn't a simple port, but a slightly tweaked improvement of the original. For starters, the draw distance is much better, allowing you to see further into the course ahead. But the major addition is two entirely new courses that are by far the best of the bunch, due to the inclusion of bigger waves. Oh yes.

XBOX

Like school sports day, but on water

WATER DIFFERENCE A GAME MAKES

Strangely, despite the abundance of water in the PS2 version, it was all a bit static. The majority of races took place on lakes or in man-made

US games have to have one of these

REVIEWER
LEE SKITTRELL

Avalon's walls take a pummelling

Use special items for magic attacks

The PS2 handles mass mêlée like this effortlessly. Beautiful

Rain down the thunder of justice on your enemy. Yes!

disappointments seem like less of a big deal. The camera angles are frustrating, giving only one view. The graphics aren't all that special either, although battles with whole armies on the screen at one run smoothly.

Legion is a big game too, and it gets better the more you play. It's likely that no once thing will bowl you over, but as a whole the game works rather well. CVG

READER COMMENT

ANDRE MCLEOD "King Arthur: myth or reality? We'll probably never know. This game brings us Arthur before he becomes king and shows how he builds his empire by recruiting soldiers and battling evil. It's one of the best Arthur games I have played, but it lacks fluidity and the action and battles with the enemy knights seem slow, which gives it a negative edge. Not a must-have, but very playable all the same."

CVG VERDICT

Original concept, with a great mix of action and strategy. Lee

7 OUT OF TEN

GOOD VS BAD

+ Totally unique
+ Cool legendary setting
− Dingy graphics
− Missions get samey

YOU WANT TRICKS, BABY?

It's a simple enough concept: perform a trick successfully while in the air and your Sea-doo will be able to go faster across the water. If only it were this easy in real life, eh?

Quick! Land it before rigor mortis sets in and you're scuppered

1

2 "This seat is really slippery when wet, oowaa oowaa!"

3 This Sea-doo rider is about to sleep with the fishes

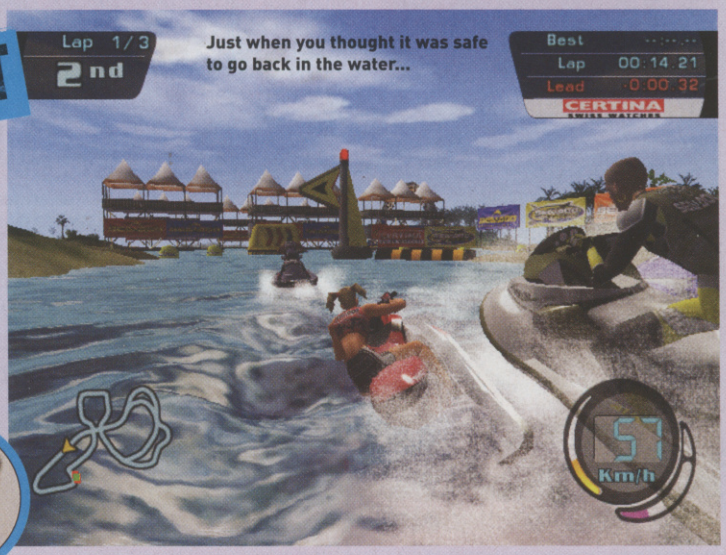
People spend hours on the Internet looking for pictures like this, y'know

4

READER COMMENT

ELLIOTT LINGER

"So there's finally a contender for Wave Race's crown... Fantastic water effects, a multitude of racers and spot-on physics allow for one mean racer. However, a lack of contemporary ideas (and actual waves) spoils the overall inherent playability. Fun while it lasts, though, and it'll keep you coming back for more."



arenas. In contrast, the water seems alive in GameCube's Wave Race, each race feels different and each lap requires a different strategy as the tide changes. The two new courses in Splashdown on Xbox rectify this error, but as a result, the older courses seem a little crude in comparison. Overall, though, it's good, clean fun, there's lots to see and do and plenty to come back for. CVG

CVG VERDICT

Pretty locations, lots of courses, cool tricks: it's great fun. Alex H

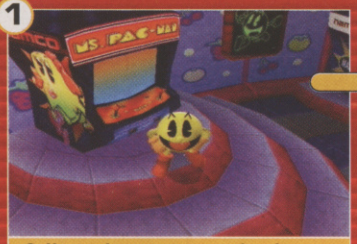
7 OUT OF TEN

GOOD VS BAD

+ Strong level design
+ Two great new courses
− Not enough waves
− Poor framerate on some corners

PAC TO THE ARCADE

It isn't all perilous platforms in Pac-Man World 2, you know. Collecting tokens during the main adventure will allow you to play a number of classic arcade games in Pac-Village, a sizzling selection that includes the original Pac-Man, Ms Pac-Man and Pac-Mania.



1 Collect tokens to try out classic games in Pac-Village's arcade

2 The original Pac-Man is the first title you play and it's as compulsive as ever

3 During the main game Pac-Man gets thrown into isometric mazes

PAC-MAN WORLD 2

Get set for the **return of the Pac** in a garish **platform romp**

Although Pac-Man wasn't the only one popping pills to a backdrop of electronic music in the 1980s, he's become one of the most enduring cultural icons of the decade.

Now the Pac is back in a sequel to last year's PSone adventure, in which the gobbling god bade farewell to his labyrinthine past and embraced the world of platform hopping. This time the yella fella has to save Pac-Village from the ghastly ghosts and their spiritual leader, Spooky, who's nicked all the Pac-People's golden fruit.

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: AUGUST
DEVELOPER: NAMCO
URL: WWW.PACMANWORLD2.COM

Eat a red pill to fly through the air and scoff a load of Pac-Dots

The large, colourful bosses at the end of each world are a cinch to beat

DOTS FOR TEA AGAIN

Each level sees Pac-Man in a colourful world, collecting items such as Pac-Dots, tokens and fruit. Nabbing goodies isn't vital, as you can use the exit gates regardless, but goodies will greatly boost your score and well-being.

Pac-Man also has a range of cool moves. Double-tapping Jump makes him butt-bounce the ground to smash objects, and you can make him dash up steep slopes à la Sonic Adventure. Pac can also hang from platform edges to shimmy along, while scoffing a steel ball will turn him into a metallic monstrosity, capable of strolling around the sea bed.

Ice skates help Pac-Man in the Blade Mountain level

Of course, all these moves have been nicked from classics such as Tomb Raider and Super Mario 64. However, as these abilities help make Pac-Man one of the PS2's most flexible heroes, this can be forgiven.

There are flaws, though. For starters, the camera often gets trapped behind structures in the scenery, obscuring the view and forcing Pac-Man into suicidal leaps of faith. The game is also unforgiving and often maddening.

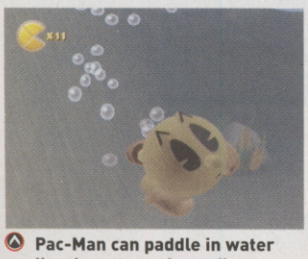
The PS2 is starved of quality platformers and sadly Pac-Man World 2 can't quite fill the void.

READER COMMENT

ELLIOTT LINGER

"Crisp, clear visuals coupled with the infamous Pac-munching hero equate to a decent enough game. However, certain gameplay aspects seem tired and at times repetitive. So all in all, Pac-Man World 2 has little replay value."

These jumping pads propel Pac-Man high up into the air



Pac-Man can paddle in water or dive down to grab goodies

One false move in B-Doing Woods will send you to your doom

CVG VERDICT

Steals ideas and set pieces from platforming classics but doesn't actually improve on them. Not a disaster but far from perfect. **Dave**

5 OUT OF TEN

GOOD VS BAD

+	−
Classic Pac-Man mazes	Appalling camera
Versatile hero	Frustrating levels
Good variety of challenges	Super-cheesy music

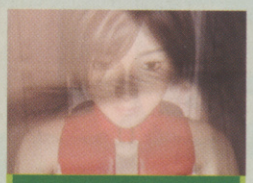
IF YOU LIKE THIS TRY THESE...

Jak And Daxter: The Precursor Legacy (PS2)

LETHAL SKIES

Flying game in 'not boring' shock

It's the future but you still fly present-day jets


Suddenly flying games look more interesting...

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: THQ
OUT: SEPT. 20
DEVELOPER: ASMIC ACE
URL: WWW.SAMMY-ZONE.COM/LS/

Choose from several different views, inside and outside the cockpit

This is not the time to loop-the-loop

Flight sims are usually the sad forgotten souls of console gaming. With the notable exception of Ace Combat: Distant Thunder on PS2, flying nuts have had little to set their helmets spinning in recent years. All the best flight sims are usually on PC, and most of them require a science degree to operate.

SKIES THE LIMIT

Lethal Skies breaks the mould by actually being so much fun to play it will even appeal to those who usually avoid flying games. It looks fantastic, with stylish futuristic menu screens and a gorgeous CGI intro. The controls are effortlessly easy to master after a little practice.

Best of all, the gripping sci-fi plot features plenty of varied missions as you and your fellow Team SW fighter pilots attempt to save late 21st-century Earth from terrorists and environmental disasters.

CVG VERDICT

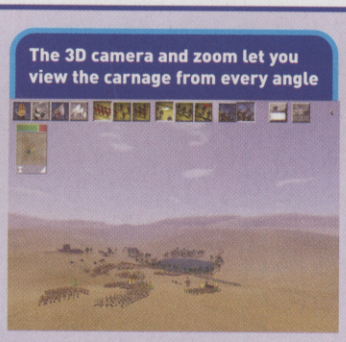
A classy, futuristic flight sim with an intriguing plot to boot. Maura

7 OUT OF TEN

GOOD VS BAD

+ Easy controls
+ Sexy jets
+ Eco message
− Limited genre
− No multiplayer option

Castle battles require you to make a hole to squeeze through first


The 3D camera and zoom let you view the carnage from every angle

Taking the high ground will give you a massive tactical advantage

The 3D battles are truly brutal, action-packed affairs

MEDIEVAL: TOTAL WAR

Virtual war gets real

Shogun: Total War took strategy gaming to new heights. This sequel expands on its older brother, creating a more in-depth, long-lasting and challenging experience.

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: ACTIVISION
OUT: AUG. 30
DEVELOPER: CREATIVE ASSEMBLY
URL: WWW.TOTALWAR.COM

TWO IN ONE

Medieval is divided into two distinct sections. The first is a turn-based strategy map where you conduct troop movements and political and army-building duties, the second a 3D real-time war sim where literally thousands of troops clash over breathtaking rolling landscapes. These range from the flatlands of Denmark to the roasting sand dunes of the Egyptian desert.

Both parts would make great games in their own right, but as a combination they create an irresistible package. However, non-hardcore strategists beware: Medieval is infinitely more taxing than your average C&C build-and-rush clone.

With over a 100 units and maps, a massive campaign spanning the entire Medieval period, and some superb AI, music and atmosphere, Medieval will keep you compelled and enthralled for months on end – providing you're willing to make the leap into the strategy deep end.

The turn-based map bares a strong resemblance to Risk

CVG VERDICT

The ultimate strategy game, if a little too similar to Shogun. Martin

8 OUT OF TEN

GOOD VS BAD

+ Incredibly tactical
+ Excellent AI
+ Great replayability
− Daunting for strategy game newcomers

SUPER GHOULS 'N GHOSTS

Sir Arthur's flashing his pants on GBA. Hoorah!

HINT: USE THE DAGGERS

Plucky Arthur has the choice of six basic weapons, but the dagger is best. Sure, you'll admire the way the scythe flashes, and you may feel safer with a powered-up Bow Gun, since its arrows home in on foes. But daggers will get you out of *any*thing.

1 *Five minutes with the scythe and you'll be cursing the house down!*

This would usually spell the end but the dagger is Arthur's saviour! 2

Don magic armour in Arrange mode and you can access new areas

Firewater is one bothersome weapon. Avoid picking it up

Summon magic attacks when Arthur is in his golden armour

If Arthur is hit in his armour he is reduced to his pants!

Ghosts 'N Goblins's first stage is revamped for the GBA version

GAME INFO BOX

NUMBER OF PLAYERS: **ONE**
COST: **£34.99**
PUBLISHER: **CAPCOM**
OUT: **SEPT. 20**
DEVELOPER: **CAPCOM**
URL: **WWW.CAPCOM.COM**

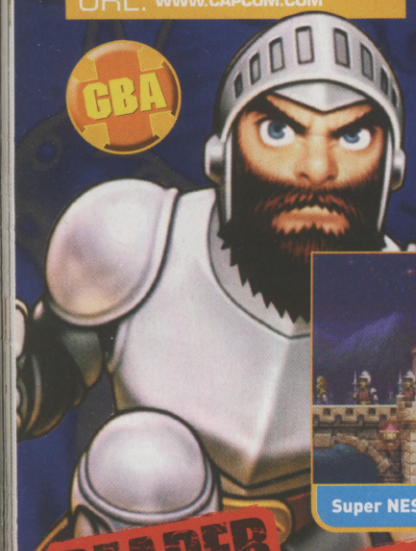
Prepare for trials beyond human skill as you guide Knight Arthur in his mission to slay Sardius, the King of Hell! Certainly his minions are a diabolical force to be reckoned with.

Every enemy you face in SG'nG has distinct characteristics. Learn these, or die. *Every* move you make requires the utmost care to avoid disaster.

ARTHUR, A TRUE HERO

This is Sir Arthur's ultimate incarnation. He can't attack above and below, as he could in the 1988 coin-op, but in its place is a freaky double-jump, based on precision and timing. Then there's his magic armour.

The green variety upgrades the power of his weapons; the gold upgrades again but also allows for magic attacks. There's also a special shield that absorbs some attacks. Of course, the great gag is that all this power can be lost in an instant if Arthur is hit, and he has to run around in his pants until a basic suit of armour is found again. How very rude! CVG



Super NES elements are included

This new volcanic cave is tough but fun

CVG VERDICT

Completing this on the hardest setting is a special place to be. Now you can torture your mind on the move in this special GBA version! **Paul**

9 OUT OF TEN

GOOD VS BAD

+ An amazing adventure
+ Challenging but fair
+ Arrange version great too
− May be too tough for you!
− Some slow-down. Bah!
− Could turn you insane...

IF YOU LIKE THIS TRY THIS...
MegaMan Zero (GBA)

READER COMMENT

ELLIOTT LINGER "How many of you wet your pants at the sight of a GBA Super Ghouls 'n Ghosts? Well, it's everything you expected and maybe more. It's expertly shrunk to fit your GBA screen, while superb graphics and unique gameplay offer a rewarding challenge for both seasoned players and newcomers."

The red blocks on the radar show enemy buildings and craft

Flying through the oil refinery stage is a terrifying experience

TOP GUN

No Cruise, just blasting

Piloting a US Air Force jet is a dangerous job. Not only do you have to protect your allies in vicious dogfights, you must also deal with the very real risk of exploding from having too much testosterone and gung-ho attitude.

Piloting a jet in Top Gun is safer, so best stick to this enjoyable but ultimately limited flying frag 'em up to get your airborne kicks.

TOP GUNGE

The GC version is an improvement over the PS2 original released a few months back. The graphics are higher res (but still unremarkable), and the flight controls work much better; the game is slightly more enjoyable because of it.

There's still no real sense of speed, however; surely tearing through canyons in a fighter jet should be far more exciting than this? It's not a bad game by any means, but compared to Cube's other flight shoot 'em up Rogue Leader, Top Gun is lacking.

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: TITUS
OUT: SEPT. 6
DEVELOPER: DIGITAL INTEGRATION
URL: WWW.TOPGUN-COMBATZONES.COM

Blam! Just watch out for debris

Fly swiftly though the mean, icy wastes. Shiver

The draw distance is pretty average on the whole

CVG VERDICT

Playable and mostly fun, just lacking in sparkle. Lee

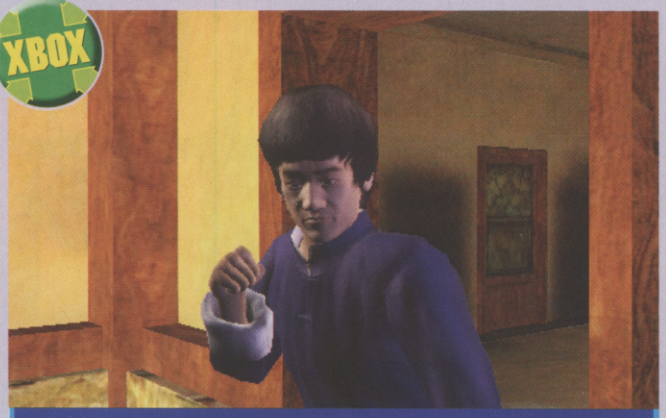
6 OUT OF TEN

GOOD VS BAD

+	−
Stuff to destroy	Grubby visuals
Easy to play	No sense of speed
Over 30 missions	Repetitive missions

MALICE™

http://malice.sierra.com



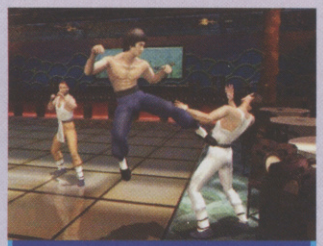
The character model sure looks like Bruce, but the game is lacking

BRUCE LEE: QUEST OF THE DRAGON

Stinky dragon's breath

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: VIVENDI
OUT: AUG 30
DEVELOPER: RONIN ENTERTAINMENT
URL: WWW.UNIVERSALINTERACTIVE.COM/BRUCELEEGAMES



Destroy these goons for their crimes against fashion

Oh dear. What should have been a great chop-socky, free-roaming, action-fighting extravaganza has turned out to be one of the worst Xbox games to date. The fact that it stars the legendary martial arts hero who's an inspiration for millions just adds insult to injury.

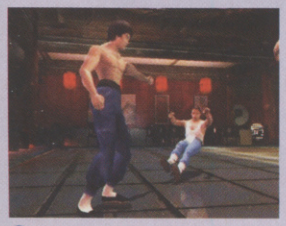
IT HUMS REALLY BAD

Gameplay – and the term is used loosely – involves plodding from one end of each level engaging in martial arts battles with cat-suited ninjas who, rather kindly, wait in line to be attacked. You can collect the coins they drop to increase your move roster but why bother when whacking the punch and kick buttons with zero finesse or forethought has the same effect?

It's playable – in the sense that by randomly hammering buttons you progress through the game, like it or not.

Use the second analog stick to keep enemies at bay around you

This would be menacing if the enemies were halfway intelligent



Shame the gameplay doesn't match the nice characters

CVG VERDICT

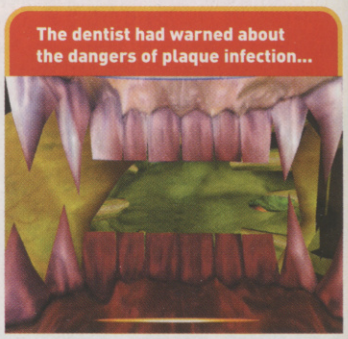
Barely even worth renting due to its crushing awfulness. Lee

3 OUT OF TEN

GOOD VS BAD

+ Er, it's the only next gen game to feature Bruce Lee
− Mindless gameplay
− No fight tactics
− Insult to the legend

Oh, so you want some too, huh? Come and get it then



The dentist had warned about the dangers of plaque infection...

Hold onto your **entrails** and

ALIENS PRED PRIME

GAME INFO BOX

NUMBER OF PLAYERS: 1-16
COST: £19.99
PUBLISHER: SIERRA ENT./FOX
OUT: AUGUST
DEVELOPER: 3RD LAW INTERACTIVE
URL: WWW.AVP2.SIERRA.COM/ENTERTAINMENT

If the thought of biting the head off a jelly baby makes you feel a bit queasy, be warned: the official expansion pack to last year's chest-bursting first-person shoot 'em up is *not* a game for the faint-hearted...

Set nearly 500 years before the carnage of the last game, Primal Hunt sees three deadly species, predator, corporate mercenary and new boy on the block, the Predalien, compete over a highly prized artefact which, if it falls into the wrong hands, turns acid-drooling aliens into obedient pets.

They're coming outta the goddamn walls, floor, ceiling... and monitor!

There are only nine levels in the single-player campaign. Each one is fairly big, though, and rammed to the rafters with aliens, alien sub-species, predators and marines intent on either gibbing your scaly hide, sucking your brains out or making a trophy from your freshly skinned skull.

ABSOLUTE BADASSES!

The action in this update takes place on the same planet, but there are brand new locations to steam around. Take the Predator Ruins level, where orange volumetric fog swirls around your feet. Several of the previously off-limits human level areas, such as the reactor room and morgue, provide countless hair-raising frights, too.

LOOK WHO'S STALKING

New weapons of note include the predator's arm-mounted energy flechette, which cuts down marines and aliens in a single rib-shattering pulse. Most satisfying of all, though, are the deployable (over-heating) sentry guns and the devastating manned sentry guns. Watching one of these puppies rip through the advancing horde of aliens at the end of the marine level is awesome!

1

The turret gun rips through a group of seething aliens

2

The dual pistols make a real mess of things that get in your way

3

With three predator vision modes enemies really stand out

Who knows where the hugger will attach itself next?

Nothing makes an alien squeal more than a good roasting

d enter the **gore-splashed planet**

NS VERSUS EDATOR 2: MAL HUNT

Don't be fooled by this creature's toothy grin

PC

READER COMMENT

SIMON LITTLEWOOD

"The usual convenient plotline is there to give you an excuse to load up your guns just one more time, and blow the most evolved species known to man into dishrags. The game is only let down by the now ageing Lithtech engine, but is still a functional piece of kit. AVP3 with the Unreal 2 engine? There's an idea!"

There are gory new weapons and the inclusion of four new multiplayer maps helps pad out the game. Nonetheless, you're effectively subscribing to more of the same, as opposed to any genuine gameplay enhancements. Brutally addictive... while it lasts.

CVG VERDICT

Fun to play and as gory as hell, but over too quickly. Tom

7 OUT OF TEN

GOOD VS BAD

+ Playing as an alien
+ Fantastic atmosphere on all nine levels
− Too much warning of next attack
− Predator levels dull

FROGGER ADVANCE: the great quest

Green around the gills

Aahhhh. Isn't he sweet?

Sticking your tongue out is rude

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: KONAMI
OUT: SEPT 27
DEVELOPER: KONAMI
URL: WWW.KONAMI-EUROPE.COM

Enemies? He's got 'em licked!

We want games characters with attitude and guns. Not oozing with sappy cuteness.

Cast as a frog, your quest in Frogger is to find a princess who'll kiss you and turn you into a prince. But this game is so cute, you'll feel sick whenever the hero waves to you at the level's end. It looks nice, with smooth cartoony animation, but this only serves to make the game more, well... cute.

The levels are well laid out but repetitive and very easy. It's all pretty formulaic, and at the end you'll wonder why, with a tongue that can move boulders, you would want to be a prince. We'd rather stay being frogs.

Limbering up for the Tongue Athletics Trials

Ask for advice when you can

CVG VERDICT

Aimed squarely at the young 'uns, but misses the target. Jimmy

5 OUT OF TEN

GOOD VS BAD

+ The line: "I've given you super tongue!"
+ Pretty graphics
− Easy
− Cute
− Annoying

GAME INFO BOX

NUMBER OF PLAYERS: 1-8
COST: £39.99
PUBLISHER: ACTIVISION
OUT: SEPT. 13
DEVELOPER: ACTIVISION
URL: WWW.ACTIVISION.CO.UK

MAT HOFFMAN'S PRO BMX 2

The extreme sports genre at bursting point

BMXs are cool. No question about that. Anything that can stage a comeback from the style disaster that was the 1980s must be the height of grooviness.

Everyone knows what a BMX is, and Mat Hoffman is THE big name in the sport. But you have to feel sorry for him: no matter how hard he tries, becoming the best in his chosen sport, even if he's virtually unbeatable, he'll always be in the shadow of Tony Hawk.

TEACH ME NOW

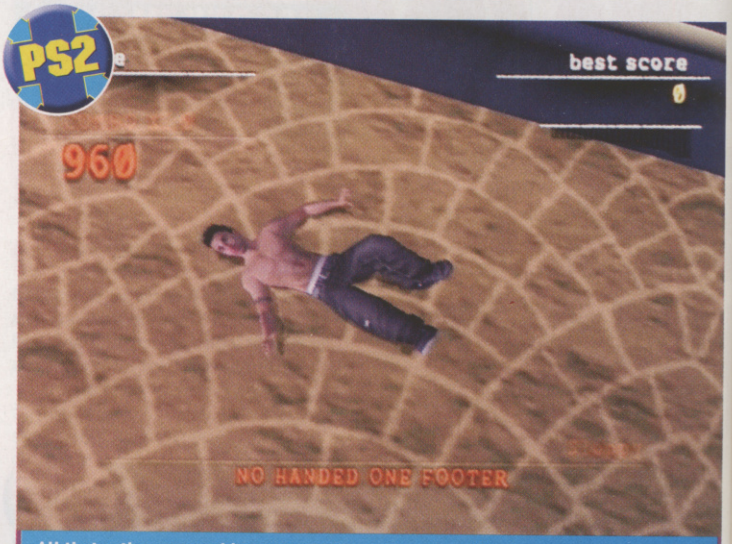
So let's put it to rest now: this game is very similar to Tony Hawk Pro Skater 3. As a result, the things that work in this game are invariably those borrowed from the king of extreme sports games. The control scheme is almost identical, so Tony Hawk fans (and let's face it, there are a lot) will have no trouble pulling tricks from the off.

Maybe this is why the developers decided to forego a tutorial mode. Granted, there are so many players that know how to pull off tricks that they needn't bother. But to us, this is an omission that seems almost lazy. Even the third game in the Tony Hawk franchise had a tutorial, making it much easier to get the feel for the controls and learn the game's intricacies.

GRIND ME DOWN

The levels are fairly well done, though. As in THPS3, the environments feature a large array of jumps, rails and bowls to help you build up your combos and rack up the points. Unfortunately, they don't have quite the same style as those in Tony Hawk's. In that game, you started off in a steelworks, with smouldering molten lava oozing all around and sparks flying in your face. In Pro BMX, what do you get? A generic bike park in Oklahoma. Doesn't quite compare, does it?

Of course, there is a huge amount of tricks, grinds and manuals for you to master, but it is



All that action was making our man tired. Time for a lie-down

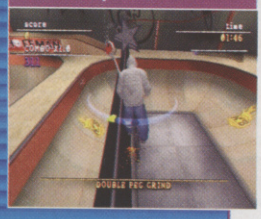
REVIEWER
JIMMY FRANCIS

I CHALLENGE YOU

To break the routine of performing tricks, the game sets you challenges on each level. Not that the idea was pioneered by the Tony Hawk's series, but give them marks for trying.

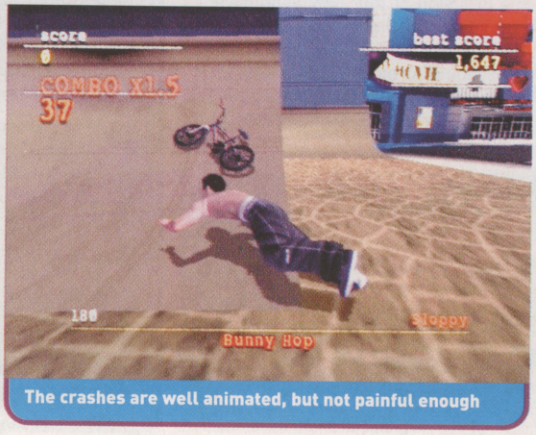
Grab the gas can or you won't be getting home

Try to get the bus key for extra points



Hit the button to open up a whole new area

Hang around looking cool on your bike for too long and the locals will start to get agitated. And he looks MEAN



The crashes are well animated, but not painful enough

That is one momma fork! It must be fast food Rikishi-style!

The Ground Force team went a bit over-the-top with the decking

SPOT THE DIFFERENCE

The similarities between Tony Hawk's 3 and Mat Hoffman's 2 are staggering. Just so you get the point, here are a few of the more obvious ones. See, we're not lying.

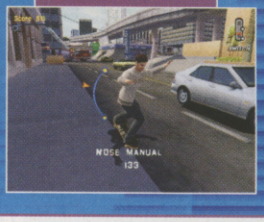
Pretty similar, but gets away with it

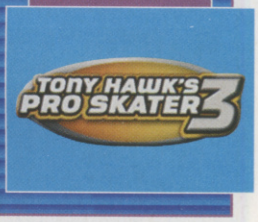
There's a bit of a resemblance

This is starting to become obvious

Getting beyond a joke...

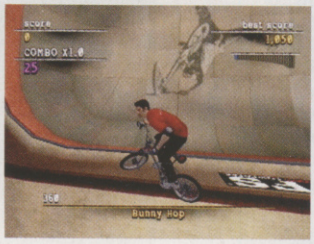
Right, I've had enough. I'm off...





Avoid this game if you're in any way scared of heights

As in the Tony Hawk's games, time your jumps for big air



often too difficult to pull off a really great sequence of tricks. There's neither the flexibility nor the fluidity to make this a truly rewarding game.

SMOOTH OPERATOR

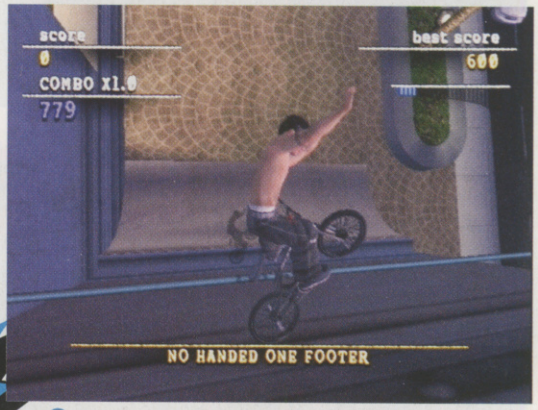
The graphics, while good, aren't as smooth or as well animated as in other extreme sports games. In Tony Hawk's 3, there was a faultless transition between stunts, and we loved the wince-worthy crashes that your character experienced. In contrast, the falls in Mat Hoffman seem quite tame.

CVG's marks are based on fun, and in that respect the game does well. But it's still not a patch on Tony Hawk's 3. Really there are only three types of people who should buy this game: those who've played THPS3 to death and want a new challenge; total BMX-obsessed nutters; and those with A LOT of spare money. Otherwise, stick to your skateboard. CVG

The multiplayer mode is a great laugh, so find yourself some mates

Some of the levels are a bit strange, but they look great all the same, as you can see

For a Pro BMX rider, Mat seems to have a lot of trouble finding the pedals



Just a bike? Watch your mouth! There are some very cool tricks to pull off in this game

CVG VERDICT

It will give you hours of BMX-ing fun and have you longing for the old days, but at the end of it all you'll still be pining for Tony. **Jimmy**

7 OUT OF TEN

GOOD VS BAD

+	−
+ Loads of tricks	− Seen it all before
+ Cool soundtrack	− Not very fluid
+ Good fun	− Tonk Hawk's is better

IF YOU LIKE THIS TRY THIS...

Tony Hawk's Pro Skater 3 (PS2)

MX SUPERFLY

MINI-ME

Too tough? These are just some of the excellent mini-games you can play to improve your skills.

In Horse, you have to complete tricks in the allotted time

Deliver oil barrels to your marooned mates in the Stranded mini-game

Step Up: jump over the bar. Great for perfecting the timing of your jumps

Not quite **super**, but **pretty fly**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: OCT. 4
DEVELOPER: NAMCO
URL: WWW.THQ.COM

PS2

Pull off the perfect slide for that 'eat my dirt' feeling

Isn't it strange that the superstar of motorcross racing has the surname Carmichael? Shouldn't he have changed it by deed pole when he realised his special talent?

MX Superfly is split into two main modes, Freestyle and Race, each with different aims. Freestyle is a point-scoring battle to perform as many stunts as possible in the allotted time. Race mode does what it says on the tin, seeing you race around a variety of themed tracks against up to seven competitors.

SKILL ME UP

The problem with both modes is the lack of intuitiveness in the controls. Stick with it, though, and you'll soon be pulling off Superman Indians and Nac Nac Lookbacks.

With the limited tutorials, becoming this adept may seem an eternity away. However, the mini-games are good for honing your skills, and if you can find another player to do the same, you'll have some great multiplayer battles.

This new addition to the extreme sports stable isn't a donkey; nor does it reach the thoroughbred quality of the genre's daddy, Tony Hawk's. Persevere, though, and it's rewarding enough.

There are loads of opportunities to catch 'big air'

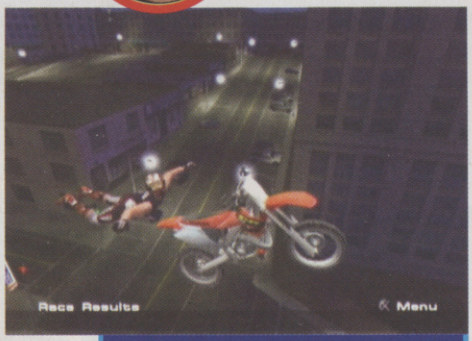
No! Not the ickle wickle children!

READER COMMENT

ED ZITRON

"While I had my misgivings over the thought of playing another biking sim, I was actually quite impressed with the fun, and easy-to-get-into gameplay of MX Superfly. The tricks are good to pull off, and the create-a-racer/track features help to add to the longevity of the game. I heartily recommend it – much more than Mat Hoffman's efforts."

The crazy stunts are all based on real moves



No, this isn't a parachuting section of the game, just one of the many stunts

CVG VERDICT

Good, but could've been great if it weren't for the controls. Well worth the purchase – if you can be bothered to stick with it. **Jimmy**

7 OUT OF TEN

GOOD VS BAD

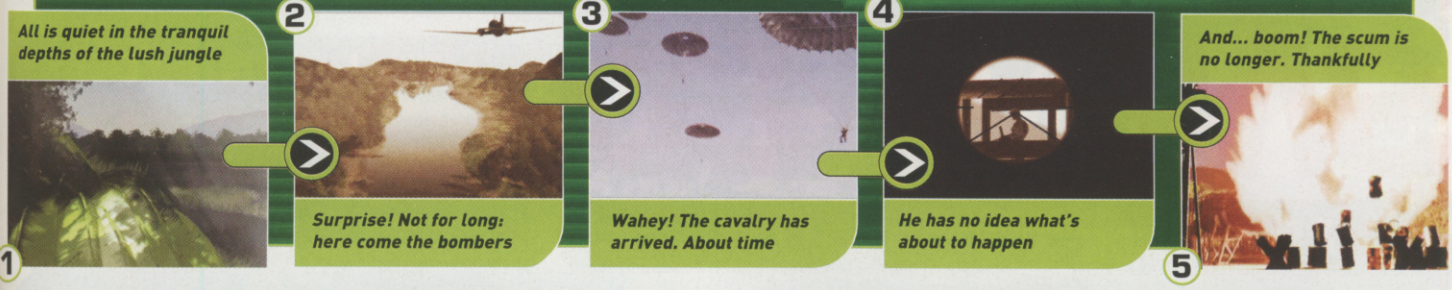
+ Beautiful looking
+ Great stunts
+ Cool multiplayer

– Unintuitive controls
– Dodgy crash animations
– Rips off Excitebike 64

IF YOU LIKE THIS TRY THESE...
Freekstyle (PS2), ATV Off-Road Fury (PS2)

BETTER THAN PRIVATE RYAN

Sudden Strike II features one of the coolest intro scenes we've seen in any game lately, complete with swooping planes and vibrating explosions. It sets the scene perfectly for the mayhem that ensues.



SUDDEN STRIKE II

Strike us down! Another 2D strategy game

GAME INFO BOX

NUMBER OF PLAYERS: 1-12
COST: £34.99
PUBLISHER: CDV
OUT: NOW
DEVELOPER: CDV
URL: WWW.SUDDENSTRIKE-2.COM

Does your Grandad bore you with the War? Bullets flying over his head, assignment logistics and missions gone awry? Well, now you can bore him right back with tales of computer-simulated WWII battles.

Sudden Strike II is the sequel to the acclaimed real-time strategy game released a couple of years back. Once again you are thrown into the thick of the action, commanding up to 1024 units through fierce gun battles, bombing raids and tank take-outs. This is Pikmin with a healthy dose of blood, sweat and tears.

NOT REALLY REAL

Once again, the emphasis is taken away from realism. As you progress across the map, enemy troops and vehicles will only become apparent as you close in. An area of only a few map inches around your men will be illuminated, so not only will you be blind to enemies beyond this, but they won't see you either. No long-range gun battles to be found here.

There are now more campaigns – five rather than the previous three – damage has been made more realistic, and there's even the addition of an adjustable difficulty setting. Everything in the game has been improved.

That is to say, almost everything. The game is still in 2D, running on what is basically the same engine as Sudden Strike I. It doesn't look greatly different from the original and, as a result, the graphics seem a little bit flat and just plain out of date.

Despite this, SSII is enjoyable. Using a strategy beyond bundling the enemy has its rewards and when well thought-out tactics pay off it's very rewarding.

Locations for you to storm are various and plentiful

There's a variety of vehicles for you to get your mitts on

Look at the mass destruction and devastation – isn't it beautiful?

Despite their 2D nature, the graphics can sometimes look great

Line up the troops... ready for ack-shun. Get to it, men!

READER COMMENT

RUSSELL MEREDITH

"If you've played SSI, you'll have a bad feeling of déjà vu after playing this. SSII keeps all the original's great features, and chucks in new units and countries, though this is done using SSI's aged 2D engine. Yes, tons of units can be on screen at any one time, but you could be playing SS: Ant Wars for all you know. It's time for strategy games to move into 3D. Save your money for C&C: Generals."

CVG VERDICT

You may prefer to wait for the release of Command & Conquer: Generals, but in the meantime, this will tide you over well. **Jimmy**

8 OUT OF TEN

GOOD VS BAD

+ WWII theme
+ Improves on original
+ Rewarding gameplay
− Lack of realism may not be for some
− Out-dated 2D graphics

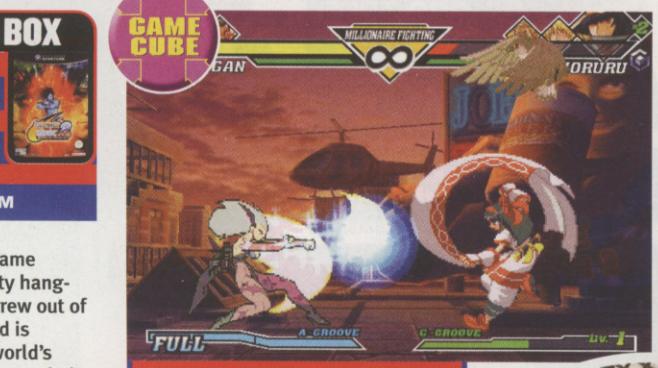
IF YOU LIKE THIS TRY THIS...
Operation Flashpoint (PC)

CAPCOM VERSUS SNK 2 EO

2D fighting taken to the extreme

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £34.99
PUBLISHER: CAPCOM
OUT: AUG. 27
DEVELOPER: CAPCOM
URL: WWW.CAPCOM.COM

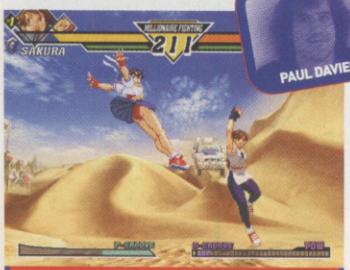


Original Street Fighter Alpha style vs SF Alpha 2 style takes some learning

Your Cube is the videogame equivalent of a celebrity hang-out, and the guest list just grew out of control. The tiny console's lid is heaving because 44 of the world's greatest action heroes have muscled in for the fight to end them all.

If it weren't for the fact that Capcom is no doubt planning *another* sequel, we'd call this the ultimate 2D fighting experience. Capcom versus SNK 2, already available for PS2, has given fighting pros enough to keep 'em quiet for a good couple of years. Now this revised Cube version – dubbed 'EO' for 'Easy Operation' – makes it accessible to infant monkeys too.

REVIEWER
PAUL DAVIES



4WDs roar towards the screen and jump the dunes on this stage – cool!

DEVASTATING WARRIORS

This is a record showing for a fighting roster and will take some beating. And that's not 44 random Janes and Joes (actually, there is a Joe but...), this is the best in combined Capcom and SNK recorded history.

Because of the Ratio system, which balances the strength of your team, even the most extreme match-ups are a fair fight. You also get to choose from six 'Groove' modes, which mix and match the best tactics from previous Capcom and SNK fighters. It's genius, or something very close to it.

Balance out the strength of your teams using the Ratio system

For the Cube version a new mode is introduced that maps all movement onto the analog stick, punches and kicks onto the L and R triggers, and all the special moves onto the C-stick. Varying strengths of punch and kick are dictated by the amount of pressure on L or R. The type of special move is decided by the exact angle of the C-stick when it is pushed, with the most powerful requiring extra precision.

It's a nicely worked gesture on Capcom's part, but the feature's really only included for people who probably wouldn't play a game like this anyway.

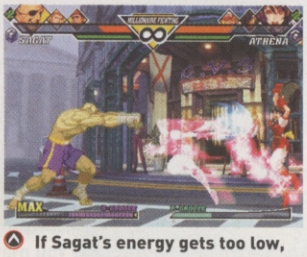
IT'S BEHIND YOU

The backdrops in Capcom Vs Snk are amazing – ranging from colourful Nebuta Matsuri kites in Tokyo to scenes of icy danger, where an ice breaker has to penetrate icebergs...

Fighting cuties can't distract from the awesome backdrops...

...like in this stage where an ice breaker powers through the icebergs

Blanka capitalises on increased strength, thanks to K Groove



If Sagat's energy gets too low, he can unleash his super attack

In one mode you can fight in King Of Fighters-style teams

BETTER THAN VIRTUA FIGHTER 4
CAPCOM VS SNK 2 EO
WORSE THAN CAPCOM VS SNK

READER COMMENT

OLIVER O'BRIEN

"'Been there, done that' is what you feel when you play 2D fighters nowadays, and this game falls right into that category. *And* the character visuals are shockingly poor. Not even worth buying if you're a hardcore beat 'em up gamer."

CVG VERDICT

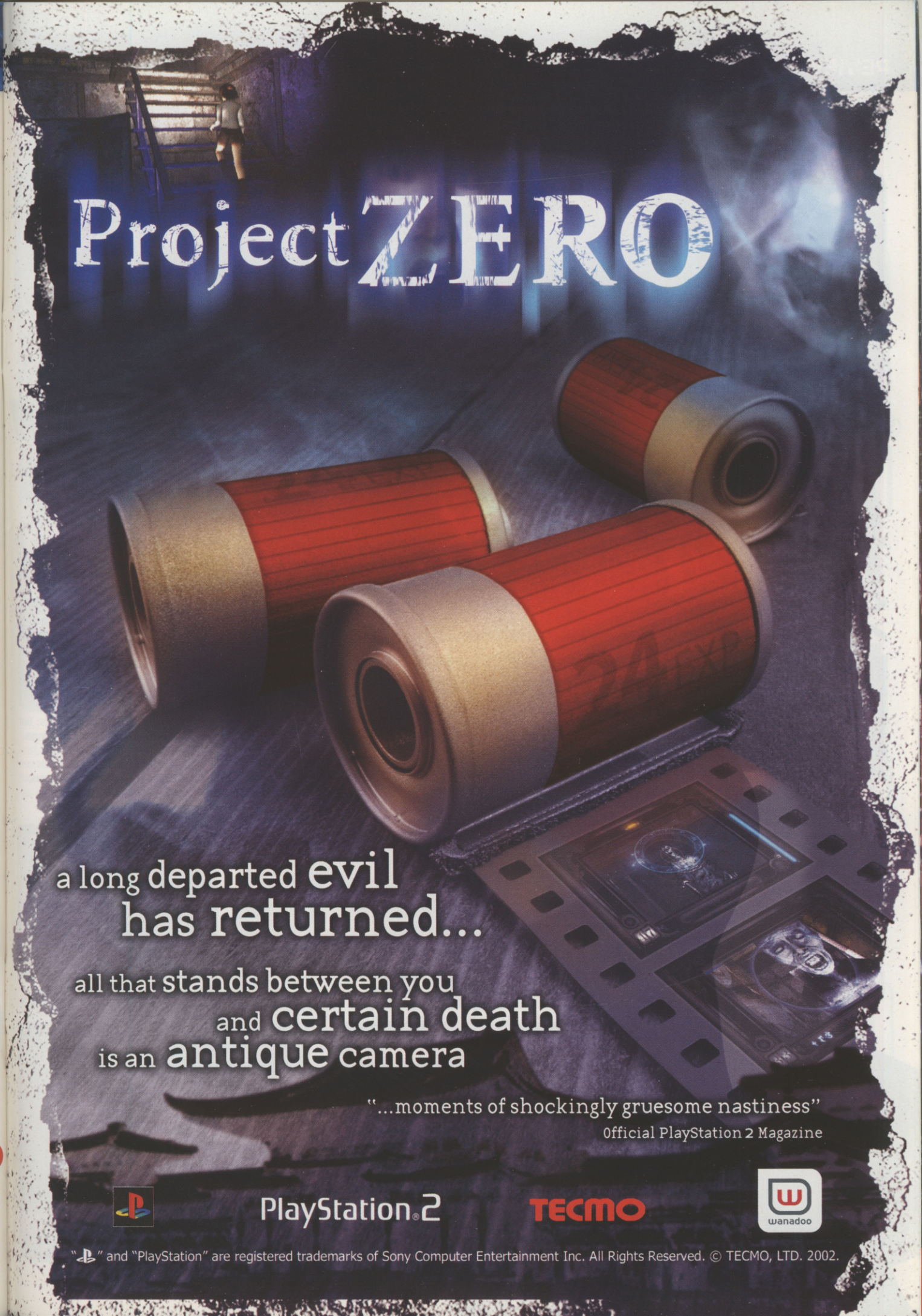
Could be described as the greatest 2D fighting experience ever. The top of its league, but not quite the limit of your Cube's potential. **Paul**

8 OUT OF TEN

GOOD VS BAD

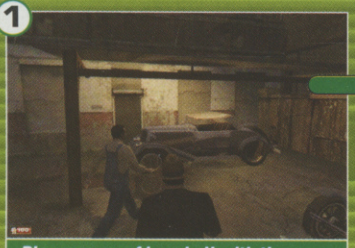
+ Right now, the ultimate 2D fighter; stunning stages
+ 44 fighting legends
– Maybe you don't like 2D fighters?
– Or Capcom, or SNK...

IF YOU LIKE THIS TRY THIS...
Super Street Fighter II (GBA)

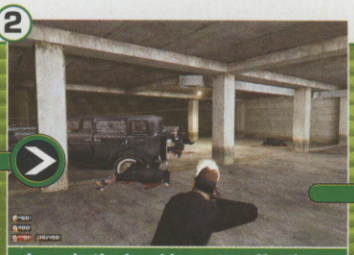

Project ZERO
a long departed evil has returned...
all that stands between you and certain death is an antique camera
"...moments of shockingly gruesome nastiness"
Official PlayStation 2 Magazine
PlayStation 2
TECMO
wanadoo
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. © TECMO, LTD. 2002.

HITMAN BABY ONE MORE TIME

It's no use being in the Mafia if you don't get to make people sleep with the fishes, and some of the best missions have you doing just that. Whack your boss's driver for being a traitor, a young gang working your territory and even a high-ranking politician. And you can do each hit differently.



1 Play a game of baseball with these hoodlums' nonces. That'll teach 'em



2 A cap in the head is pretty effective but keep count of your bullets

3 The perfect hit: a sniper shot taken from two blocks away

MAFIA: THE CITY OF LOST HEAVEN

PC

Spend a day with the family. And don't forget the shotgun

GAME INFO BOX

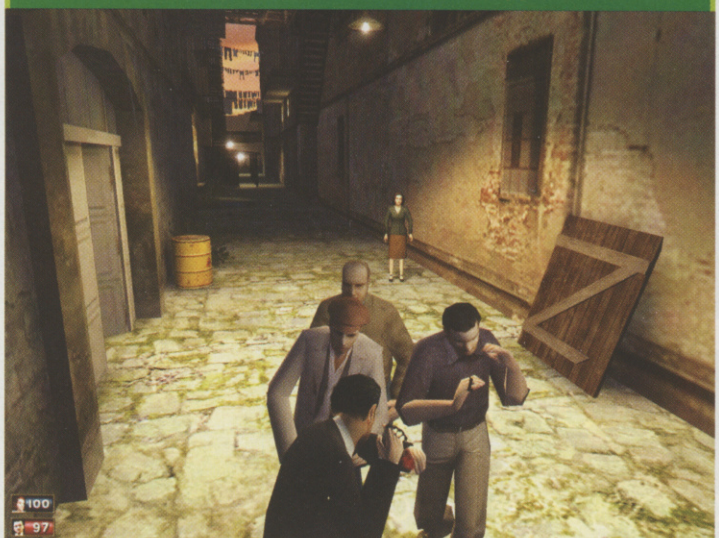
NUMBER OF PLAYERS: 1
COST: £29.99
PUBLISHER: TAKE 2
OUT: AUG. 23
DEVELOPER: ILLUSION SOFTWORKS
URL: WWW.MAFIA-GAME.COM

You've seen Goodfellas 15 times. You have fights with your friends over which of the Godfathers is better: the original or the sequel. You have a Lock, Stock And Two Smoking Barrels poster over your bed and a copy of the Krays' biography next to it. You think you know what it takes to be a gangster. Well, guess what? You haven't got a flamin' clue.

YOU THINK I'M FUNNY?

It might look like a 1930s version of Grand Theft Auto III, but Mafia is a different beast altogether. Okay, you get to drive around a massive – and we mean *huge* – city, nicking cars and avoiding the coppers. And you get sent on missions to whack or rough up people from rival gangs. But there's more than a costume change separating both games.

While GTA III was a wonderful Itchy & Scratchy cartoon on wheels, Mafia is a classy movie, with less freedom but more story. And while



Three goons and you've only got your fists. We don't fancy your chances much

You start life as a skint cabbie but soon work your way up the crim ladder

REVIEWER MARK HILL

You can look up all the cars in the Carcyclopaedia

Non-player characters move panic wickedly

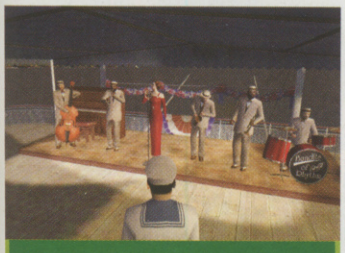
It's difficult straight from the off, so don't say we didn't warn you

SPEED: IT KILLS, Y'KNOW

The motors in Mafia may not be the fastest cars on earth but there's still a speed limit imposed within the city. And if you surpass it, the cops will be after you in a flash.

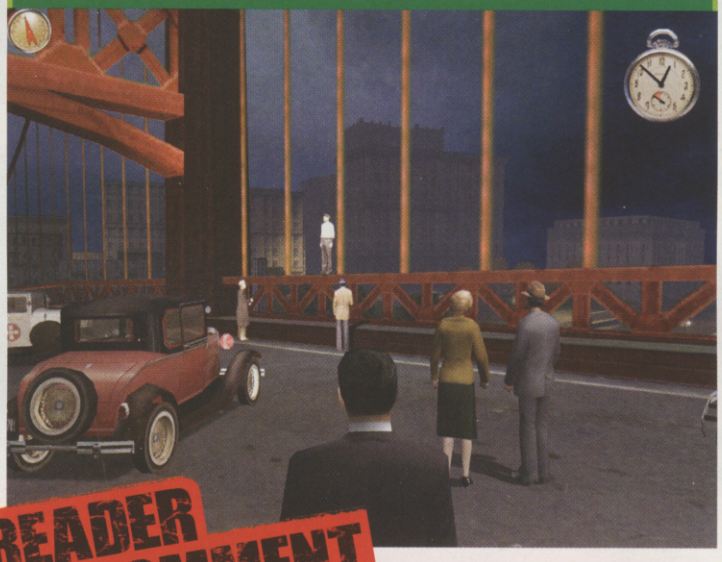
You can press a button that automatically keeps you under the limit. So no excuses, really

Otherwise, you'll be stopped and made to pay a fine, or even arrested if you've been **really** *bad*



The jazzy '30s music has your foot tapping, even mid-massacre

You're up against the clock to stop this guy taking a jump into the drink



There's no Bugsy Malone pie-throwing. Those are real bullets

Mass destruction: it makes you feel like a gangster god

GTA III ▲ WORSE THAN
MAFIA
BETTER THAN ▼ **HITMAN: CODENAME 47**

you can waste away weeks in GTA III just torpedoing down the streets in hotwired convertibles and running homeless people over, driving is not as important in Mafia.

You spend a fair bit of time cruising from one place to another, but the game's realism means these boxy vehicles move slower than your granny on a mountain bike and handle like a real dog.

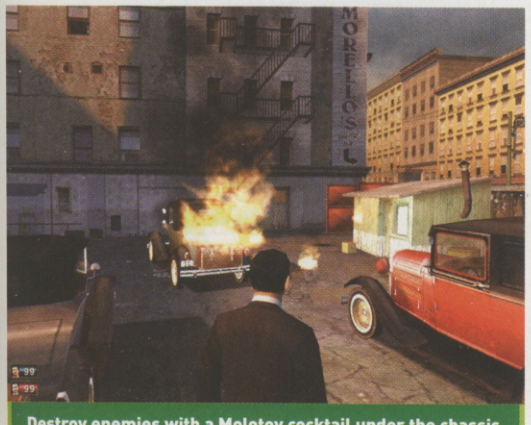
And although you do get faster cars as the game progresses – just watch out for the bullet on wheels that is the racecar you have to steal at one point – it's a million miles away from the whiplash speed of Grand Theft Auto.

READER COMMENT

ELLIOTT LINGER "It's not often that we get an organised crime game, let alone one that's made in the Czech Republic. Well, prepare to be amazed by this outing from Illusion Software. In the same vein as Goodfellas and The Untouchables, players run errands for their patrons, smuggle guns and carry out general gangster-ish missions. Realistic environments and classic cinematic action should guarantee that Mafia is a hit. Bella pasta!"

bullets count or waiting to pulp someone's skull with a baseball bat, you won't be able to stop coming back for more. And more.

Mafia might not be the balls-out gritty gangsta riot that GTA III was, but it's one of the most intense, hard and addictive shooters you'll play. No one said being a gangster would be easy.



Destroy enemies with a Molotov cocktail under the chassis

ONE TOUGH MUTHA

So what makes it so great? Easy. The missions you perform on foot, armed with pistols, knuckledusters, shotguns and Tommy guns are among the most tense, gripping and enjoyable we've ever seen. They're also bloody hard. We guarantee you'll fail over and over, each time getting that little bit further before dying again.

You can't save the game where you like which makes it even tougher, but you'll be so absorbed in your new life as a wiseguy, you won't mind. In fact, because each mission can be completed in so many different ways, it never gets repetitive. And the atmosphere is so intense, whether you're making each one of your few

CVG VERDICT

9 OUT OF TEN

More shooter than driving game, Mafia is realistic, intense and very hard. It's also addictive, but in a different way to GTA III. **Mark**

GOOD VS BAD

+	−
+ Good gangster story	− Cars are slow
+ Very challenging	− Lack of save option can make it frustrating
+ Highly addictive	

IF YOU LIKE THIS TRY THESE...
GTA III (PS2), Hitman: Codename 47 (PC)

computer and video GAMES

Get your copy of CVG for just £1.66

Plus...

- Get your £5.00 game voucher with every issue (That's £65 a year to spend on your favourite things)
- Get every issue delivered FREE (instead of wasting valuable gaming time at the shops)
- Awesome FREE gift with EVERY issue
- Read your copy before it hits the shelves (we send yours before we send them to the shops!)

BUT DON'T DELAY! Reply within 7 days for your FANTASTIC DEAL

Low-Price subscription application

☐ **YES!** Please start my LOW RATE subscrition to CVG.

☐ I am already a subscriber. Please extend my subscription with this offer.

YOUR DETAILS

MR/MRS/MS FORENAME SURNAME

ADDRESS

POSTCODE

YOUR SUBSCRIPTION (UK only)

Complete section 1-Cheque, 2-Credit/Debit Card, or 3- Direct Debit

CHEQUE OR CREDIT/DEBIT CARD PAYMENT- 13 issues for £21.47 (SAVE 41%) UK ONLY

1 ☐ I enclose a cheque made payable to ***Dennis Publishing Ltd***

2 ☐ Please charge my ☐ Visa ☐ Amex ☐ Mastercard ☐ Switch (issue ☐)

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐ EXPIRY ☐☐☐☐

SIGNED TODAY'S DATE

3 ☐ Direct Debit Payment – I would like to pay just £4.97 every 3 issues (SAVE 41%).

Dennis — Instruction to your Bank or Building Society to pay by Direct Debit — DIRECT Debit

Please fill in the form and send to: Dennis Publishing Ltd, FREEPOST WD7, Bristol BS32 0ZZ.

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Originator's Identification Number: 7 2 4 6 8 0

Ref no. to be completed by Dennis Publishing

Instruction to your Bank or Building Society

Please pay Dennis Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Dennis Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Account in the name(s) of

Branch sort code ☐☐☐☐☐☐

Bank/Building Society account number ☐☐☐☐☐☐☐☐

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

☐ Please tick here if you do not wish to receive further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age. ☐ Please indicate here if you do not wish to receive occasional emails about carefully chosen products and services from companies other than Dennis Publishing Ltd.

SEND YOUR COMPLETED FORM TO:

Computer and Video Games Subscriptions Department, FREEPOST WD7, Bristol BS32 0ZZ. NO STAMP REQUIRED

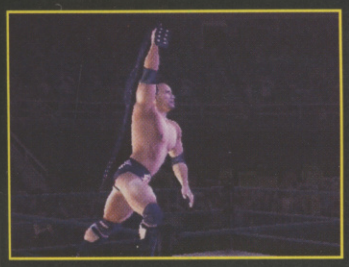
CAN'T WAIT? ORDER IN AN INSTANT: 01454 642443

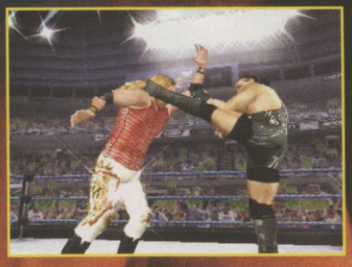
You will be able to view your subscription details online at www.subinfo.co.uk

Order Ref: P210

Next Month In computer and video games

HE'S ROB...VAN...DAM! IN C...V...G!

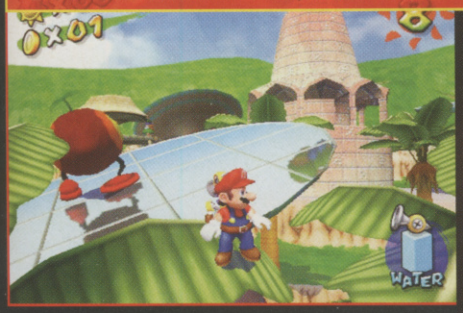




THE UK'S FIRST REVIEW OF WWE SMACKDOWN! 4
THE ONE AND ONLY GAMES MAGAZINE YOU NEED!

PLUS ALL THIS UNMISSABLE PAY-PER-VIEW ACTION!

SUPER MARIO SUNSHINE



More on the game that will have you sprinting to buy a GameCube!

ONIMUSHA 2

Spooked-up sequel to the samurai-style Res Evil game on PlayStation 2

TIMESPLITTERS 2

Could become the greatest FPS on every Super Console known to man!

ALSO!

TONY HAWK'S PRO SKATER 4 • METAL GEAR SOLID 2 SUBSTANCE • GUILTY GEAR X • DANCING STAGE EUROMIX 2 • SEGA SOCCER SLAM • THE SIMPSONS SKATEBOARDING •

AND LOADS MORE!

World Wrestling Entertainment, its logo and all character likenesses are trademarks of World Wrestling Entertainment Inc © 2002 World Wrestling Entertainment Inc. All Rights Reserved. Game and Software © 2002 THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.

Contents subject to change without prior notice

CVG Issue 252 On sale Thursday 26 September

Order Ref: P210

TEXT TO WIN

TEXT YOUR ANSWERS TO **84004** (T-Mobile users text **85140**)

How to enter: First type 'CVG OCT' then type out the letters corresponding to the correct answers, starting with the 7th prize and ending with the 1st prize. For example: **'CVG OCT ADCBCAD'***

Calls cost no more than 50p

START HERE

CVG

win the ho t

Another issue of CVG, another truckload of awesome prizes! Every month we guarantee you'll be given the chance to walk away with a collection of the hottest games and consoles out there. With the likes of Stuntman, Freekstyle and Aggressive Inline up for grabs, it's all to play for. Text us your entries, or write in. Only, make sure you don't miss out. Just think: you could win Resident Evil AND a GameCube for less than 50 pence! It doesn't get much better than this.

7th FIRE BLADE

COURTESY OF **INFOGRAMES**

TO WIN 5

For the price of a text message or a stamp, you could be the proud new owner of a big shiny chopper. You can't argue with that.

Q. This month, we'd like you to answer another interesting question about fire: just how hot is it?

A. Pretty cold **B.** Room temperature **C.** Luke warm **D.** Damn hot

6th FREEKSTYLE

COURTESY OF **EA**

Whack Freekstyle in your PS2 and treat your TV to some of the coolest arcade dirt bike action around. What are you waiting for? On your bike, son!

Q. How many wheels does the average bicycle have?

A. One **B.** Two **C.** Four **D.** Eight

TO WIN 5

5th AGGRESSIVE INLINE

COURTESY OF **ACCLAIM**

Roll up, folks! Aggressive Inline is probably the finest extreme sports game to grace PS2 since Tony Hawk's Pro Skater 3, and CVG wants to give you a copy for free.

Q. Which company developed Aggressive Inline?

A. X-Axis **B.** Y-Axis **C.** Z-Axis **D.** A-Axis

TO WIN 5

4th WWE ATTITUDE DVD COLLECTION

COURTESY OF **SILVERVISION.CO.UK**

Win the whole Attitude DVD collection to witness the madness of muscle-head brutes in Lycra!

Q. What does the acronym WWE stand for?

A. World Wrestling Entertainment **B.** Wooden Whale Eggs
C. Whiny Welsh Environmentalists **D.** Weird Wild Elephants

TO WIN 1

YOU MUST BE OVER 18 TO WIN THIS PRIZE

3rd STUNTMAN AND LIMITED EDITION GOODIES

Stuntman is one of 2002's best games. Win a copy AND a limited edition bundle here! COURTESY OF **INFOGRAMES**

Q. What is the first movie you work on in Stuntman?

A. Toothless In Wolverhampton **B.** Toothless In Wapping
C. Toothless In Wigton **D.** Toothless In Walsall

TO WIN 5

Trailblazer!

ttest prizes here every month

2nd

GT ADVANCE 2 AND £150 REMOTE-CONTROLLED CAR

Slip a turbocharged copy of GT Advance 2 under the bonnet of your GBA and experience some of the finest rallying action around.

Q. Which chirpy CVG chappie reviewed GT Advance 2 in the July issue?

A. Alex Simmons B. Paul Davies C. Lee Skittrell D. Mike Cooper

THQ

FINISH HERE

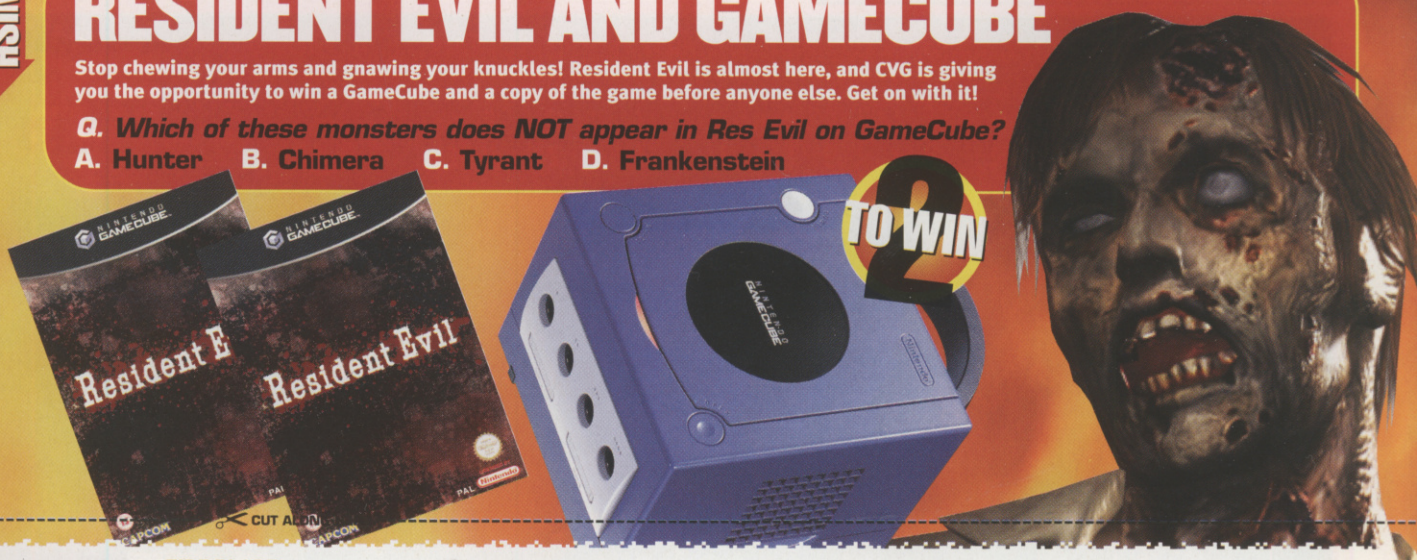
RESIDENT EVIL AND GAMECUBE

COURTESY OF **CAPCOM**

Stop chewing your arms and gnawing your knuckles! Resident Evil is almost here, and CVG is giving you the opportunity to win a GameCube and a copy of the game before anyone else. Get on with it!

Q. Which of these monsters does NOT appear in Res Evil on GameCube?

A. Hunter B. Chimera C. Tyrant D. Frankenstein



CUT ALONG

GO ON-WIN IT

Fill in this coupon and send entries to CVG Trailblazer 251, CVG, CCVG210A, Dennis Publishing, PO Box 154, Bradford, BD1 5RZ

FIRE BLADE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

FREEKSTYLE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

AGGRESSIVE INLINE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

WWE ATTITUDE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

STUNTMAN
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

GT ADVANCE 2 AND REMOTE-CONTROLLED CAR
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

RESIDENT EVIL AND GAMECUBE
Tick the correct answer:
A.☐ B.☐ C.☐ D.☐

Enter your details below

Title:
Forename:
Surname:
Address:

Postcode:
Daytime tel no:
Email:

IMPORTANT: No more than one entry per household
☐ Please tick here if you do not wish to receive by mail further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age
☐ Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd
☐ Please tick here if you are a current subscriber

TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **Wednesday 25 September 2002** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restrictions apply.

***EXTRA TERMS AND CONDITIONS FOR 'TEXT TO WIN':** The service is available to Vodaphone, Orange, BT Cellnet (O2), and One2One (T-Mobile) customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call +353 1 667 855 (9am-6pm) or email support@poptext.com

NEVER TALK TO STRANGERS.

It's as true for advertisers as it is for children. Strangers are a danger to your advertising budget. Because you don't know who they are or what they want. So how can you possibly target them with an effective, meaningful message? Only by finding out the truth about them. With an ABC Profile you'll know how many people a publication reaches. Where they work, what they and their companies do – and more. Don't be a stranger to the truth. Visit www.abc.org.uk

ABC PROFILE

TELLING THE TRUTH ABOUT CIRCULATION

PS2
Universal PS2 console plays all UK/US/JAP import games etc. £329
Playstation 2 Neo/messiah mods £call/see website
PS2 Ultimate Scart Cable - no green screen £14
Most new PS2 games UNDER £35

PS ONE
PS one PSX change CD V2.0 Stealth play all imports £25
PS one modchip full kit £12

XBOX
Universal Xbox console plays all UK/US/JAP imports etc. £299
VGA box works on Game Cube/Xbox/PS2 £35
Xbox import game mod (soldering required) £49
XBOX Scart Cable £7.99

GAMECUBE
Import Gamecube console plays US/JAP games (stepdown included) £199
Panasonic All Region DVD Gamecube plays US/Jap games £399
Mario Sunshine USA CALL

DREAMCAST
All games, hardware and accessories available

100's of games, hardware & merchandise for Xbox, Gamecube, PS2, GBA, Dreamcast, Saturn!

www.VideoGameCompany.com

Credit card sales hotline: 01437 766321 24 hr. / 07710 425019
Payment made to : Videogame Co., PO Box 6, Narberth, Wales, SA67 7YG

WANTED

CONSOLES
COMPUTERS
GAMES

RETRO & MODERN

BUY · SELL · TRADE
POSTAL SERVICE AVAILABLE

COMPUTER & GAMES EXCHANGE
16 Pembridge Rd, London W11 3HL ☎ 020 7221 1123

Please bring official ID with address & signature when selling or exchanging

OPEN 7 DAYS **LARGE SELECTION ON SALE**

Games Dojo

Import Video Games Specialist

www.games-dojo.com

Mail Order Hotline: 0207 511 2982

Opening hours: Mon to Fri 10am - 6pm, Sat 10am - 5pm

Dreamcast

The latest releases at the best prices!

VISA SOLO SWITCH MasterCard AMERICAN EXPRESS

The Best Mail Order

King Cat Entertainment
Call: 020 8972 9494 (24hrs)
Mon-Sat 11am/7pm
WWW.KINGCAT.CO.UK
secure online ordering

Payments to:
King Cat
PO Box 24363
LONDON
SW17 9FF

The Best Internet Store

Dial-a-Prize

Call
0906 577 5551
& Win, Win, Win!!!

Call
0906 577 5552
& Win, Win, Win!!!

call to dial-a-prize cost £1.50 per min. average call 2 mins. ask bill payers permission before calling. for rules of entry and winners write to: king cat, po box 24363 london sw17 9ff.

Another World

ANOTHER WORLD CAN BE FOUND AT THE FOLLOWING LOCATIONS.....

48-52 STAFFORD STREET, HANLEY, S.O.T, ST1 1JB - 01792 279294
23 SILVER STREET, LEICESTER, LE1 5EU - 01162 515266
11 MARKET STREET, NOTTINGHAM, NG1 6HZ - 01159 484122
42-43 MAIN CENTRE, DERBY, DE1 2PE - 01332 206606
23 VICTORIA STREET, WOLVERHAMPTON, WV1 3NP - 01902 717440

NEW ROCK BOOTS IN STOCK NOW!

NINTENDO GAMECUBE
AQUAMAN BATTLE ATLANTIS - USA
RISE OF THE AKKADIAN - USA
SUPER MONKEYBALL 2 - USA
STAR WARS CLONE WARS - USA
TIME SPLITTERS 2 - USA
STARFOX ADVENTURES - USA
PHANTASY STAR ONLINE - JAP
GRAND HEAT - JAP
SEGA SOCCER SLAM - JAP
ZOID VERSUS - JAP
MICKEY MOUSE - JAP
TUROK EVOLUTION - USA

XBOX
DYNASTY WARRIORS 3 - USA
BLADE II - USA
SEGA GT 2002 - USA
THE THING - USA
HITMAN 2 - USA
NEED FOR SPEED H.P.2 - USA
TERMINATOR D.O.F - USA
TAZ WANTED - USA
CHASE - USA
SEABLADE - USA
TUROK EVOLUTION - USA
QUANTUM REDSHIFT - USA

PLAYSTATION 2
GRANDIA XTREME - USA
WILD ARMS 3 - USA
GUNGRAVE - USA
HITMAN 2 SILENT ASSASSIN - USA
TEKKEN 4 - USA
TERMINATOR DAWN OF FATE - USA
AUTO MODELLISTA - JAP
FERRARI F355 CHALLENGE - JAP
GIGANTIC DRIVE - JAP
SHIN SANGOKU MUSOU 2 - JAP
TIME SPLITTERS 2 - USA
STAR WARS CLONE WARS - USA

GAME BOY ADVANCE
SILENT SCOPE - USA
MEGA MAN ZERO - USA
SEGA SMASH PACK - USA
DRIVER 2 ADVANCE - USA
YOSHI'S ISLAND MARIO 3 - USA
ROBOTECH MACROSS - USA
LORD OF THE RINGS - USA
FIRE PRO WRESTLING 2 - USA
STREET FIGHTER ZERO 3 - JAP
ROCKMAN & FORTE - JAP
KLONOA 2 DREAM CHAMP - JAP
CASTLEVANIA HARMONY - USA

24 HOUR DELIVERY SERVICE AVAILABLE

DON'T FORGET TO CHECK OUT OUR T-SHIRT SECTION!

SEGA SATURN · PlayStation · Dreamcast · GAME BOY COLOR · PC Engine

e-mail: sales@anotherworld.co.uk
MAIL ORDER MOBILE - 07798 897770
MAIL ORDER HOTLINE - 01782 271750
www.anotherworld.co.uk

WE STOCK GAMES FROM ALMOST ALL CONSOLES NEW OR OLD, PLEASE CALL FOR ASSISTANCE!

FREE CATALOGUE

BLOODY AWE

DOOM III

FORMAT: PC
DEVELOPER: ID SOFTWARE
PUBLISHER: ACTIVISION
OUT: 2003

Just looking at the Doom III logo has us screaming into the palms of our hands, such is the power. Yeah! And we're not ashamed. Why should we be, given that this is The Most Terrifying Game In History?

Doom III thrives on the fact that turning out all the lights, shining a torch under your chin while grimacing and opening your eyes as wide as you can, is really scary. It's chilling because the realism is uncanny. It's also the realism which helps make the fear complete, and unavoidable.

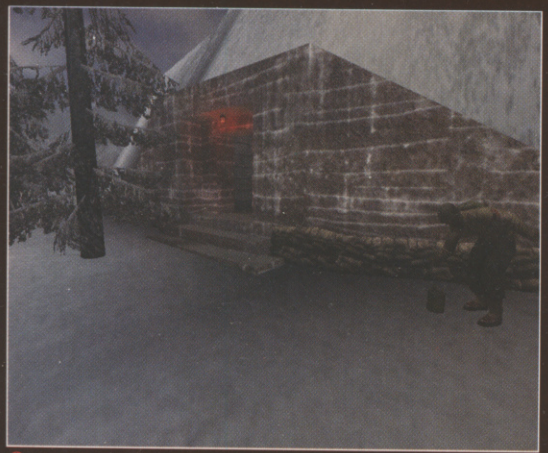
It's stuff like dropping a flabby zombie at the top of a stairway then watching as the weight of its torso drags it slowly down each step till it reaches the bottom. The reason you watch is because you want to make sure it's not getting up. In another situation, you might find yourself peering through a window into a room full of corpses. Suddenly, you become aware of a reflection in the glass of something creeping up behind you. The thing draws closer, its shadow enveloping you as you turn to face your demon hunter.

We've never experienced this style of confrontation before, which is emotional before it gets physical. So when you do get the upper hand, and realism fights on your side, you make a meal of it. You'll enjoy standing on a fallen zombie's legs, watching him struggle uselessly before firing off noisy rounds at point-blank range.

With Doom III, the phrase 'only a game' begins to sound limp.

The game is beautifully lit, something which contributes to Doom III's terrifying sense of realism

RETURN TO CASTLE WOLFENSTEIN: ENEMY TERRITORY



Remember where you left that thing, mate, otherwise you'll be minus some essential body parts later

This tank could prove useful, unless your ass is made of asbestos

The crazy improv grenade-launcher. We love the old weapons

Bridge-building in progress. Help will be on its way soon. Can you survive until then? Hmm, you certainly hope so

FORMAT: PC
DEVELOPER: ID SOFTWARE
PUBLISHER: ACTIVISION
OUT: NOVEMBER

If battling Nazis and chasing Hitler offers no end of fun for you, be glad id Software loves it too. Because in November you can return to Castle Wolfenstein for a continuation of last year's dark saga. You'll face a new singleplayer mission and enjoy improved multiplayer campaigns.

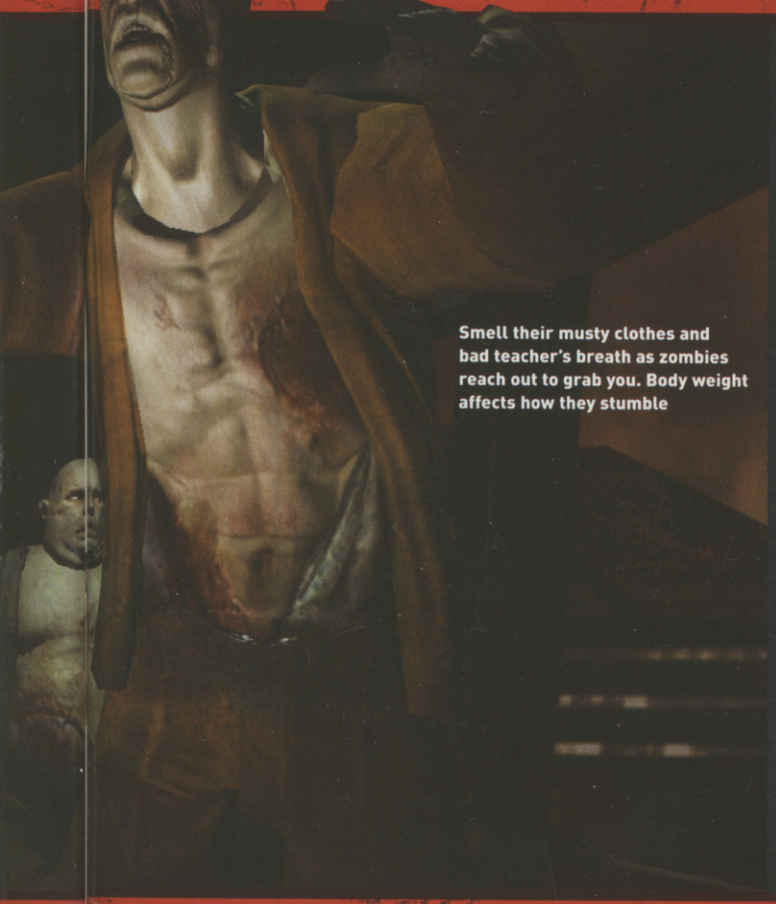
The biggest improvement to the singleplayer game is the addition of AI team members. Medics and Construction Engineers carry out tasks while you concentrate on torching the zombie SS. Since Construction Engineers are a new class of character, as are Covert Ops, new skills come into play. Bridges can be built, and land mines planted, leading to more strategic considerations. You'll need all your guile to overcome new enemies that even include Mummies in the new Egypt stage.

Of course there's a rack of new weaponry to get stuck into. Our favourite is a rifle, modified to double up as a grenade launcher. Multiplayer games benefit from the slightly old-fashioned nuttiness of these tools, but also from the AI 'bots that put up a realistic challenge'. Another scarily fine dose of FPS goodness.

E SOME

We got closer to some of the biggest names in games this month, when Activision held its annual 'Activate' in Dublin. It doesn't get any more exciting than sitting in a room with id Software putting Doom III through its paces, or learning from the brains at Neversoft how they just raised the stakes in the next Tony Hawk's. Here's the pick of what we saw and savoured. These are the games we'll be talking about in the coming months.

SPECIAL FEATURE



Smell their musty clothes and bad teacher's breath as zombies reach out to grab you. Body weight affects how they stumble

DOOM II: HELL ON EARTH

FORMAT: GBA
DEVELOPER: ID SOFTWARE
PUBLISHER: ACTIVISION
OUT: OCTOBER

It's being described as a 'near perfect' rendition of the PC original, and apart from the obvious scale and control issues, we're willing to accept it.

This is basically Doom II on your GBA. There are probably people who have never played Doom II, but it's surprising how much fun this 'classic' still is. It's all the more striking because you're playing on such a lowly machine. Along with Advance Wars, Doom II's four-player multiplayer line- up could become an essential part of your gaming routine.

Can you believe this is seriously running on a GBA? Well, okay, so you can

Still crawling with demon scum, eager to taste the shot from your double barrels

You can drop burning skulls with a pistol, but those demons are tougher

Zombie soldiers are slow to react; you can easily outsmart them

Soon you can make demon salami while on the train. Delicious

TRUE CRIME: STREETS OF LA

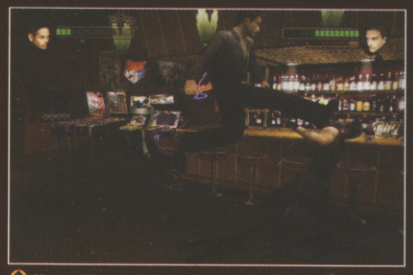
FORMAT: XBOX, PS2, GAMECUBE
DEVELOPER: ACTIVISION
PUBLISHER: ACTIVISION
OUT: MARCH 2003

If you'd prefer a US alternative to the London-orientated exploits of The Getaway, you're looking at it. But you've 400 authentic square miles of LA here, as opposed to The Getaway's 40 square miles of London.

Nick Kang is the kicking-ass undercover agent and Hollywood alternative to The Getaway's Mark Hammond. Similarities may end, however, with how the two games pan out. True Crime seems far more grounded in the accepted ways of driving and fighting, with 'videogame' meters and icons to assist gameplay, whereas The Getaway is trying new ways to indicate success or failure.

PLAYSTATION 2 VERSION

Everything gets busted up in this game. Should be more OTT than The Getaway



Hong Kong cinema-inspired fight sequences make True Crime a blast to play

XBOX VERSION

True Crime uses standard-issue energy bars to show health and other stuff too

Kick people around or shoot them in a scuffle. You can pistol-whip them to the floor if you like

Do we forgive them for this bullet time sequence? Guess we have to in the end

It's LA! This exact same thing happened to CVG last time we were there. Terrible

TONY HAWK'S PRO SKATER 4

FORMAT: PS2, XBOX, NGC, GBA
DEVELOPER: NEVERSOFT
PUBLISHER: ACTIVISION
OUT: NOVEMBER 27

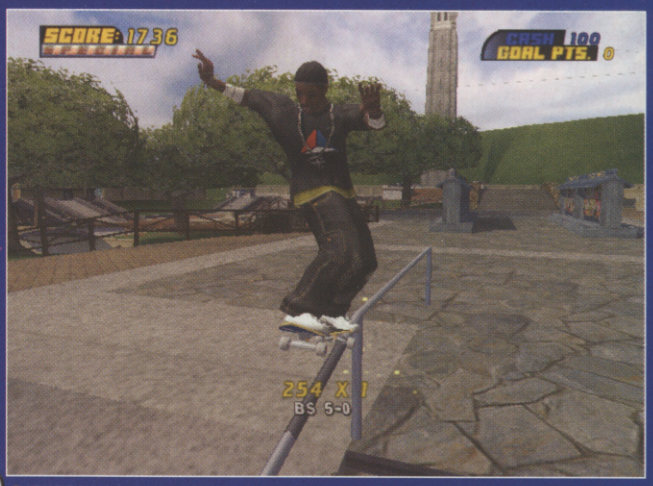
We gave THPS3 the full banana last year, and have been waiting on 4 to see what it can do better. Well, it does a fine visual imitation of its forerunner for one thing – so don't expect a graphics overhaul. Get over it – you'll love how the gameplay has moved on. The word is freedom.

To give you a handle on the game structure, the biggest change from 3 is the Freeskate style. Enter a place with no specific goals, and you can practise anything you like. If you want a challenge, talk to an onlooker for suggestions. The difficulty of the request depends on who you approach, as do the rewards for completing it. Plus you can quit out at any time. It's totally free-form.

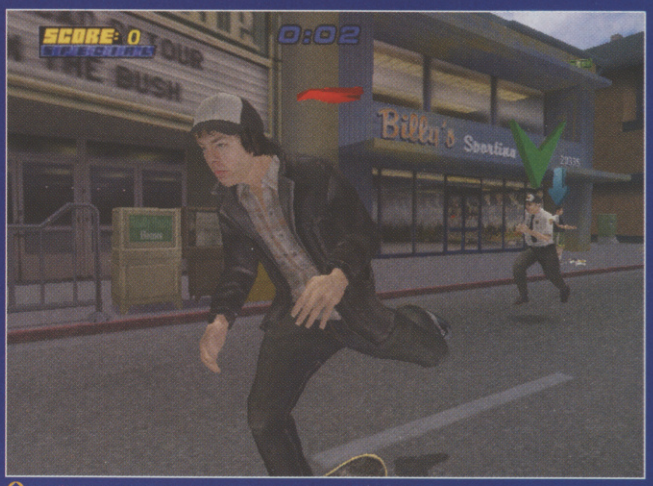
It was Hawk's that introduced Manuals to the world of skate games, and in THPS4 Neversoft innovates again with Spine Transfers. Using the two shoulder buttons on your Dual Shock, you can link between tricks much more easily without having to set to Manual. This obviously exists to encourage players who want to look good fast, but is also another avenue for pro players to work to death.

But anyway, Manuals – Neversoft has revisited these too, allowing for cool tricks like hops and flips from a standing position. It really feels like you have unlimited freedom with your deck for the first time.

PLAYSTATION 2 VERSION



THPS4 has plenty of flair from stars like Kareem Campbell



You interact with the public a lot more in THPS4

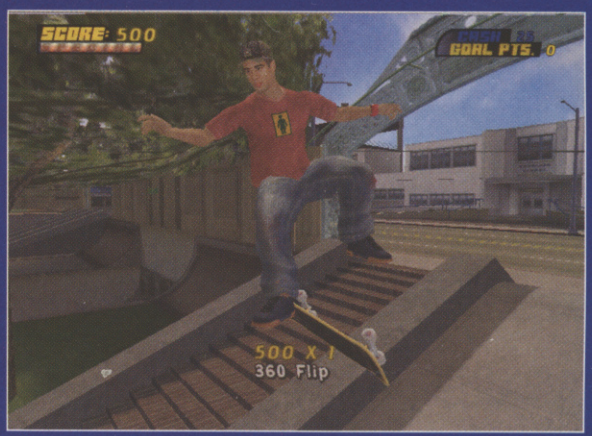
GAME BOY ADVANCE VERSION

Keep your mind on the tricks, not the chicks. Especially not GBA chicks!

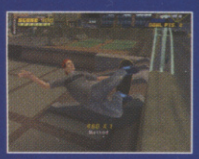
Rock 'n' Roll in Alcatraz! Nothing to worry about 'cept a grazed elbow

GAMECUBE VERSION

Steve Caballero, THPS4-style. No wonder he's smiling



There are hundreds of opportunities for grinds in bigger areas



Change the environment to suit your style of play

Skate higher thanks to more ramps in THPS4

XBOX VERSION

Quiff boy Bucky Lasek shows off a Manual

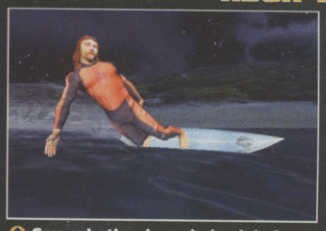
Down the multi-storey car park. Looking good

No difference in detail between XBOX and PS2

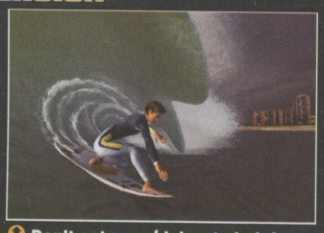
A playground takes on a whole new meaning

KELLY SLATER'S PRO SURFER

XBOX VERSION



Say, what's a long-haired dude like you doing on a beach like this? Love the 'tache, by the way



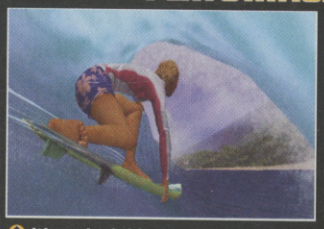
Don't get your 'do' wet, dude! This curler will destroy your curls – then you won't look so pretty

If your boat is in trouble, get the hell out of there on a quality surfboard

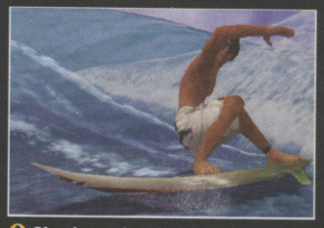
Watch your performance in the replays. If you're not smiling and singing Beach Boys, practise more

The shades and the time piece are too much, daddy-o, but we'll look over this cos, man, you can surf!

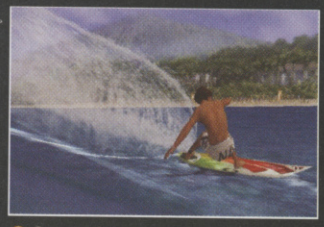
PLAYSTATION 2 VERSION



It's no bad thing to trace the wake of a babe like this



Check out Austin Powers... or someone who looks just like him



Out on the ocean, only the fishes and guys with binoculars love you

When night falls you've got to have balls of fire to brave the water

GBA VERSION

Maybe the idea is lost on GBA. What is that? What's he doing?

Something's happening here, we think it's a Monkey Man... hard to tell

FORMAT: PS2, XBOX, NGC, GBA
DEVELOPER: TREYARCH
(GBA VERSION: HOTGEN)
PUBLISHER: ACTIVISION
OUT: SEPTEMBER 27

Before THPS, it wasn't every guy who dreamed of being a pro skater. Maybe Kelly Slater will convince you that surfing is the new, new thing for console extreme sports.

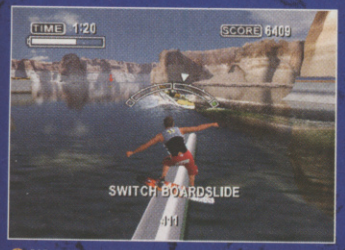
Kelly himself is among nine real-life pro surfers (our favourite name: Donovan Frankenreiter!), surfing in 14 of the world's most famous surf spots. It's obviously a very different experience to skateboarding and takes a bit of getting used to, but – unlike Atari's Transworld Surf – it sets up a compelling atmosphere that makes you feel competitive.

The waves look pretty real and each surfer has his own set of tricks which can be used to impress the whole beach. You want to become cool at this somehow, we reckon.

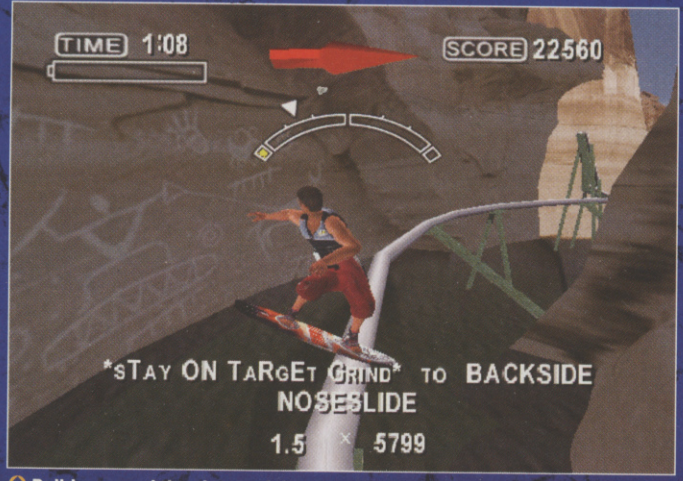
SHAUN MURRAY'S PRO WAKEBOARDER

FORMAT: PS2, XBOX, NGC, GBA
DEVELOPER: SHABBA GAMES
(GBA VERSION: SMALL ROCKETS)
PUBLISHER: ACTIVISION
OUT: MARCH 2003

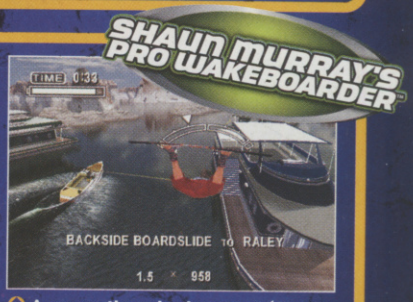
It's no wonder we haven't seen a proper wakeboarding game before, because it must be a nightmare to create. So the main thing that gets you about Shaun Murray's is that it exists at all. Plus it looks amazing.



Water + Wakeboard + Boat + Rope + Mad Blokes = Crazy Extreme Sport!



Build up speed then let go of the rope. If you are insane, of course



A move otherwise known as 'Oh me fruit and veg' if it all goes wrong

If you're looking for new experiences, using a rope to gain momentum for tricks can be exhilarating. Then there's the best-named pro ever – Parks Bonifay. Looking at him you just know that wakeboarding is a pretty tough sport to master for real! Of all the O2 games from Activision, this one's extreme!

HOPE YOU ENJOYED IT!

They made the mag you're currently holding, but what did they think about working on CVG for a month? Over to you guys...

ANDRE MCLEOD

"Making a magazine takes hard work, effort and a real love for games. It was great, though. The best part was gaining experience, playing lots of games and working with the members of CVG. Metroid Prime was my favourite game – the graphics and gameplay show Nintendo's got a bright future."

ANDRE'S LAST WORD

"The time I spent working on CVG was as good as a truck full of Fosters beer spilling its contents on the lawn of an alcoholic."

SIMON LITTLEWOOD

"It was class, sitting in a room full of PCs playing unreleased games. Alien Vs Predator 2: Primal Hunt is an excellent add-on pack."

SIMON'S LAST WORD

"It was great fun; the guys were top people to work with. Hope you enjoyed the mag."

ED ZITRON

"The hardest bit I found was keeping within 100 words when writing about the bigger games. Being able to take part in a gaming magazine that I've read for the last seven years was great, though!"

ED'S LAST WORD

"Sell your spouse to afford Mario Sunshine!"

OLIVER O'BRIEN

"The best part was the experience of working at CVG, getting to grips with what really goes on behind the scenes of a magazine. Mario Sunshine impressed me the most. Nintendo still has the force to make beautifully crafted games."

OLIVER'S LAST WORD

"Don't under-estimate the amount of teamwork that was put into making this truly spectacular magazine."

RUSSELL MEREDITH

"I loved the new Winning Eleven – keeping my hands away from it was impossible! The games that most impressed me? Winning Ele... Moving on, TOCA Race Driver looks amazing, a real leap forward for racing."

RUSSELL'S LAST WORD

"It was a great day inside a dark room. To think I could have been working up a nice tan outside!"

JAMIE KEANE

"I found trying to cram all my notes into just 50 words per game hard. Really enjoyed Driver 2 on GBA – it's certainly looking the business."

JAMES' LAST WORD

"Working on the mag rocked. It was one of the best opportunities I could wish for."

TIM GEORGE

"The level of attention to tiny detail working on a mag amazed me. It's hard but great fun and very rewarding. Getting to play unreleased games like Mario Sunshine was very cool."

TIM'S LAST WORD

"I felt privileged to be given this opportunity and I'm thankful for it. Hope you enjoyed the mag!"

ELLIOTT LINGER

"What did I learn? The importance of scheduling, delegating tasks and especially teamwork. The best part for me was working with a welcoming team and feeling a vital part of the process. The best games were Mario Sunshine, closely followed by Zelda, Metroid Prime and Star Fox."

ELLIOTT'S LAST WORD

"Be thankful for Nintendo."

MARK MINA

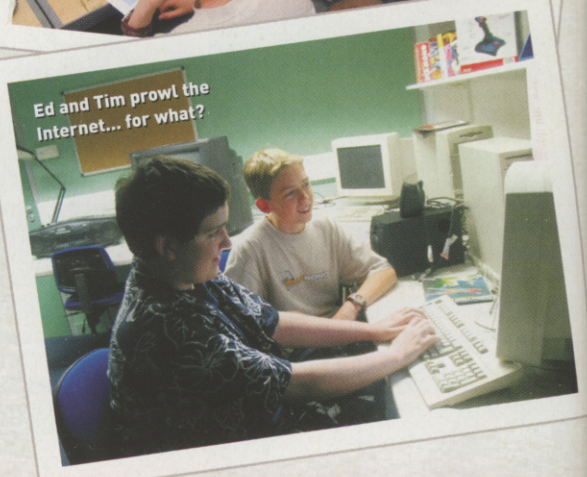
"Playing games that won't be out for a few months and meeting the people that put the mag together was good. And Colin McRae Rally 2.0 on GBA – I couldn't stop playing it!"

MARK'S LAST WORD

"Predictably it was excellent – campaign for a second reader issue!"

Hard at work and hard at play

Scrutinising the cover... please, no more changes!



Ed and Tim prowl the Internet... for what?

WHO MINGS, WHO WINS – YOU DECIDE

There you have it. The Readers' Issue. 15 game-heads sweated their nads off to bring this issue to you, and now's your chance to tell them exactly what you think.

As a reward for their efforts, we're giving one of them something money can't buy – a chance to write some more for CVG. Oh, and win a spanking gorgeous Xbox pod worth several hundred squid (not that you can buy these in a shop).

So who wins? Well, that's where you lot come in, by voting for whichever Readers' Issue team member you found funniest, wisest, most interesting or maybe just looked the nicest. Or the saddest.

Either way, you can vote by texting us on your mobile. Couldn't be easier!

TEXT TO VOTE

Text your vote to 84004 (Vodafone, O_2 and Orange) or 85140 (T-Mobile).

To vote, send a text message containing 'CVG VOTE' then the corresponding number for the person you wish to vote for. For example, 'CVG VOTE 13' if you thought Krishan was the best.

Text to vote: 50p (charge added to your regular bill)

- Text '1' for Elliott Linger
- Text '2' for Ed Zitron
- Text '3' for Andre McLeod
- Text '4' for Simon Littlewood
- Text '5' for Russell Meredith
- Text '6' for Jonathan Barrett
- Text '7' for Oliver O'Brien
- Text '8' for Jamie Keane
- Text '9' for Mark Mina
- Text '10' for Daniel Gerrella
- Text '11' for Sohail Khan
- Text '12' for James Hobbs
- Text '13' for Krishan Pandya
- Text '14' for Tim George
- Text '15' for Michael Samrai

TERMS AND CONDITIONS FOR TEXTING: The service is available to Vodafone, Orange, BT Cellnet (O_2), and One2One (T-Mobile) customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call 020 7287 5813 (9am-6pm) or email support@poptext.com

VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE NOW...VOTE

GOLDEN JOYSTICK Awards 2002

computer and video GAMES
PlayNation
PCZONE

www.computerandvideogames.com

VOTE FOR THE HOTTEST GAMES OF THE LAST 12 MONTHS

THE VOTING

The industry's biggest awards bash, The Golden Joystick Awards, is where YOU, the playing public, get to vote YOUR favourite recent releases into gaming's Hall Of Fame.

So what are your favourite moments? Have you made it off Omaha Beach in Medal Of Honor without dying, or completed GTA III without getting arrested or hospitalised once?

Do you think these or other recent releases rank among the finest gaming experiences ever, and that the fantastically talented developers behind them deserve some sort of medal for services to gaming? Well **here's your chance to register your appreciation** and vote for the hottest games of the last 12 months.

There are 14 award categories for you to vote in (see right), and to qualify the titles must have been released between 15.09.01 and 15.09.02. Voting is easy – simply visit **www.goldenjoystick.co.uk** and submit your votes.

Everyone who votes will be entered into a prize draw where you have the chance to **win FANTASTIC gaming prizes.** You could also be one of **FIVE lucky people picked to attend the awards** with a friend on October 28 2002 at the Dorchester Hotel, London, where you can see the chosen gods of the games business pick up their awards.

You can enter all or just some of the categories on the right. Make sure you have your say – vote online now at **www.goldenjoystick.co.uk.** Voting opens on July 8 2002.

THE CATEGORIES

- → Game of the year
- → PS2 game of the year
- → Xbox game of the year
- → GameCube game of the year
- → PC game of the year
- → Handheld game of the year
- → Online game of the year
- → British developer of the year
- → Publisher of the year
- → Hardware of the year
- → Game innovation of the year *(PC)*
- → Game innovation of the year *(console)*
- → Most wanted game of Christmas 2002
- → Retailer of the year

Awards are subject to change

vote online at: www.goldenjoystick.co.uk

Sponsored by:

MEDIEVAL TOTAL WAR™

"THE YEAR'S BEST STRATEGY GAME"
93% PC GAMER

SOME PEOPLE SAY WAR DOESN'T SOLVE ANYTHING.

PERHAPS THEY'RE USING THE WRONG STRATEGY.

FROM THE MAKERS OF THE AWARD WINNING STRATEGY GAME SHOGUN: TOTAL WAR®

MEDIEVAL: TOTAL WAR™ CHALLENGES PLAYERS TO RE-SHAPE EUROPEAN HISTORY THROUGH A COMBINATION OF EPIC 3D REAL-TIME BATTLES AND TURN-BASED EMPIRE BUILDING. CHOOSE YOUR ALLIES WISELY AND DEAL SWIFTLY AND MERCILESSLY WITH YOUR ENEMIES. THIS IS NO TIME FOR THE FAINT-HEARTED. THIS IS TOTAL WAR™

PC CD ROM

the CREATIVE ASSEMBLY™

Contenido • Contenuto Contenu • Content OK 11+ ELSPA ©ELSPA

GAME OF THE MONTH PC GAMER September 2000

TOTAL WAR®

totalwar.com

ACTIVISION®

activision.com

Total War, Medieval: Total War Software © The Creative Assembly™ Limited. All rights reserved. Total War, Medieval: Total War and the Total War logo are trade marks or registered trade marks of The Creative Assembly™ Limited in the United Kingdom and/or other countries. All rights reserved. Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are the properties of their respective owners.